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INDEPENDENT NINTENDO GAMING

ISSUE #84
SEPT 2003 / £3.50
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## VIEWTIFUL JOE

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# HELLO, GOODBYE

Hello. This is not the voice of Jes. We apologise for the rude interruption in your enjoyment of NGC, but due to circumstances outside of his control, his master (you know… him on the left there) has had to move on from NGC.

Dammit, we won't let him leave these hallowed pages for long – he'll be a regular face in the magazine for some time to come (and he's already hard at work producing some hugely entertaining words for the very next issue), but from next month there'll be a new person in charge of ridiculing Geraint and tutting slowly at Martin. The boy Hawkins. More from him below.

In the meantime, we'd like to pay some tributes to Jes' great work. Who could forget, for instance, his Metatron™ – three cardboard tubes placed end to end which he could use to bark at people across the office. No, we'll *never* forget that.

Or his time spent moonlighting as the gruff lead singer from Aqua. (You know, the *bald* one…) And the way that in his spare time he used to interfere with horses. Oh, yes, *great* days…

We'll miss you Bickham. And, er… see you next month.

### NOTE FROM HAWKINS:

"Hello! From next month, you'll see my ugly mug on this page. I hope you'll make me feel welcome. Like you, I'm a huge Nintendo fan, having written about their games and systems for years (in the likes of Total! Super Play, N64 and now NGC), so I hope you'll like what I bring to your favourite magazine. See you then…"

**The Team**
ngc@futurenet.co.uk

**TURN TO PAGE 10**
For a whole load of brilliant info on *XIII*.

**SUBSCRIBE TODAY!**
Go to page 106, where for a small amount of cash you can get three free issues and a free joypad. No excuses!

**TURN OVER THE PAGE!**
For five of the best things in this steaming hot new issue of **NGC**!




## WHAT'S IN THE MAG?

# NGC'S FIVE STAR GUIDE TO WHAT'S UNMISSABLE THIS ISSUE!



1 PAGE 10

## XIII

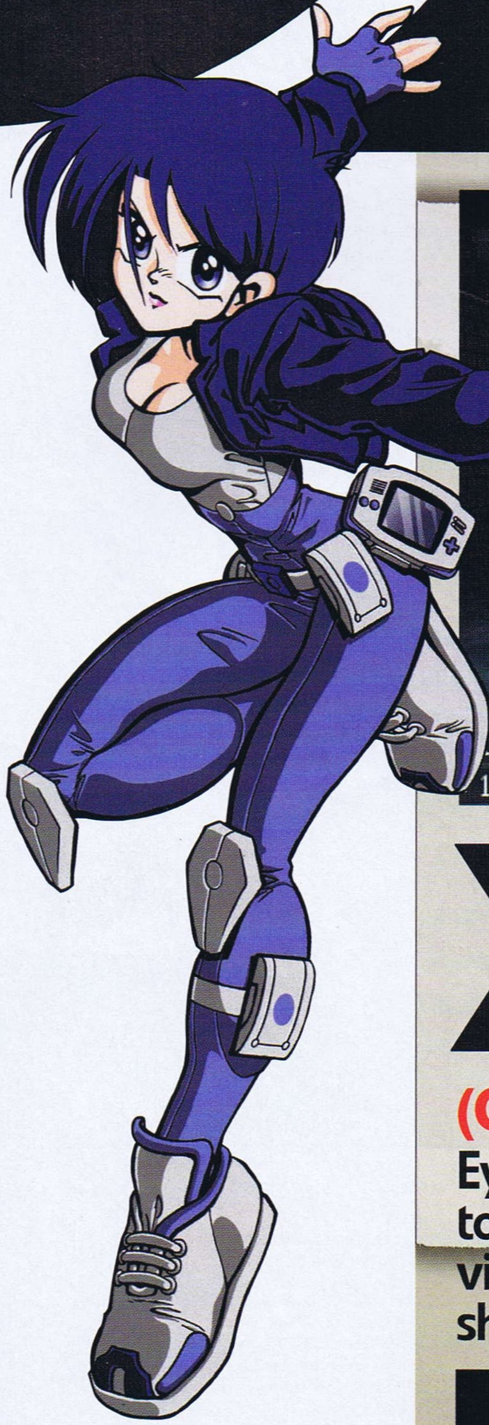
No, not in the face. Or the throat. Or… look, this is quite a horrible game. D'you really want more?



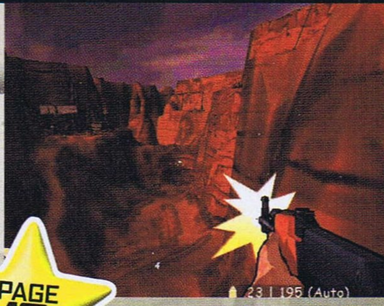
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## NGC'S SUMMER VACATION

Through the magic of paper, you can relive our USA trip…





PAGE 10

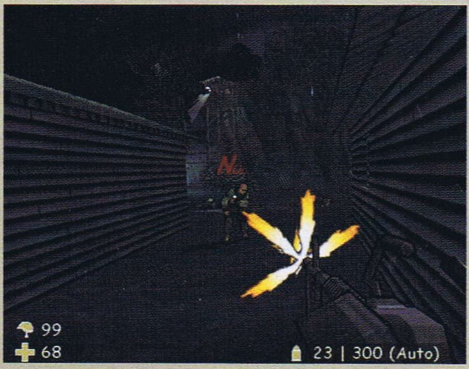


# XIII

## (OH YES, *THIRTEEN*)

**Eye-eye… eye. We get to grips with Ubi Soft's violent comic book shooter. Budda. *Budda.***





### MEET ENJiKi

*Hmmm… in light of recent departures from the magazine we wouldn't be surprised – or shocked, even – to see the poor love hand her cards in as well. If you feel strongly enough about* **NGC's** *lake-eyed mascot, write in and tell Paul. Yes, he'd love to hear from you. He lives, breathes, eats and sleeps Enjiki. If there's one man who can persuade her to stay, boy, it's Edwards. So do write to him…*




# VIEWTIFUL JOE

With this and *P.N.03*, Capcom are truly spoiling us this month. Get the **NGC** verdicts today!




# ADVANCE WARS 2

Nintendo don't seem to have messed with their award-winning formula…

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PAGE 60

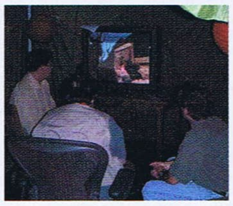



# WARIO GUIDE

*Wario World* nailed! From start to finish – we show you everything.













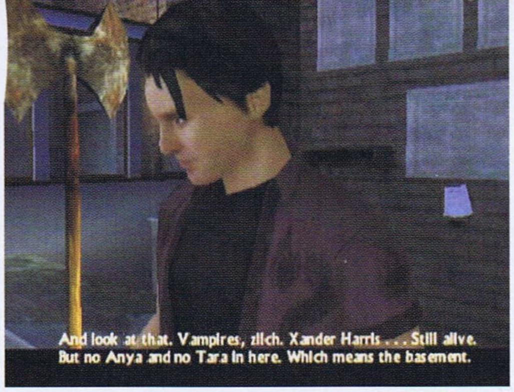


**OUR PROMISE**

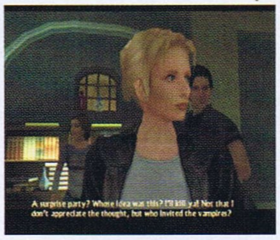
Our previews go further and give you more than any other mag. We analyse every single screenshot to ensure that you're given every last... detail... We also aim to provide you with an honest appraisal of how the game's shaping up – we won't pretend a game is good when it's not, but we'll also scream at you when it is.

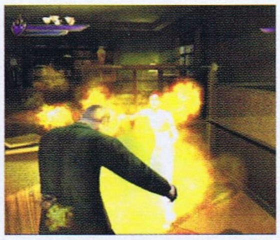
**N·GC PREVIEWS THIS MONTH**

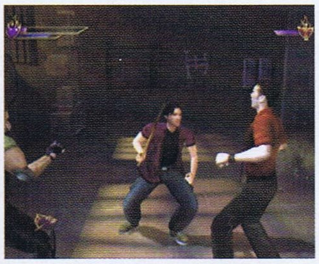





△ While the cast likenesses are okay, Gellar to the right here has got that clean-shaven Baboon look about her...







△ Play isn't just restricted to Buffy either, with the opportunity to...



△ ... play as witchy ginger weakling Willow. Stay out of the sun, love.



△ Unlike the *dreadful* GBA *Buffy* game, the combat is actually very accomplished and enjoyable – going someway towards giving you the impression you're in control of the Slayer.

# BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS

## A serious case of the fun-dead! (Dies). Stake us now before it's too late...



△ A nice bit of two player action in er, action. Now you and all your freak-loving friends can get it on.

**N·GC INDEPENDENT NINTENDO GAMING HANDS-ON PLAYTEST**

Feeling like your life is an empty, hollow shell now that Buffy has finished? Got nothing better to do than moon over a crumpled pin-up of Alyson Hannigan?

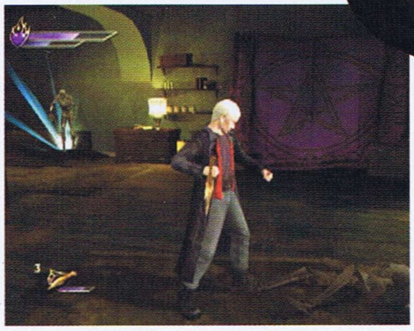
Well fear not! Vivendi Universal are here to feed your addiction with a brand-new Buffy game, the atmospherically-titled *Chaos Bleeds*. And what's more, it's as close a representation of the 'real' Buffy as possible. Indeed, it's being touted as a 'lost' episode of the show, and even slots neatly into the timeline of the TV programme (between episodes 17 and 18 of Season five, apparently – we know *everything*).

But, while the game has obviously been geared towards pleasing devotees of the show – and, let's face it, if the game falters in its representation of Buffy, the fans will be up in arms – it's equally important that the regular non-Buffy-watching punter can appreciate the game as, well, a game in its own right. Having sat down and played the thing until our eyes bled this month, we're happy to report that *Chaos Bleeds* stands proudly on its own two feet, regardless of subject matter.

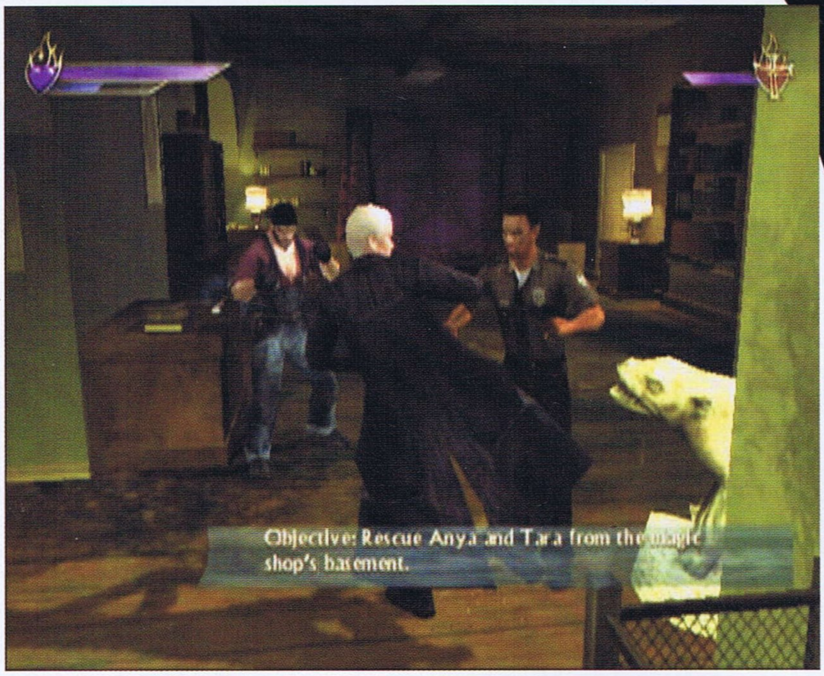
The emphasis, naturally, is on combat, and beating the unholy crap out of beasts of the night. But the twist here is a multiple-character dynamic. Initially, you'll play as Buffy herself, who's obviously a tip-top vamp-basher, but from there you flip between Willow, Xander and Spike. And, later in the game you'll get the chance to be other characters, including rogue slayer Faith (who, as viewers of the show will know, is banged up in prison in LA during the period the game is set... how do



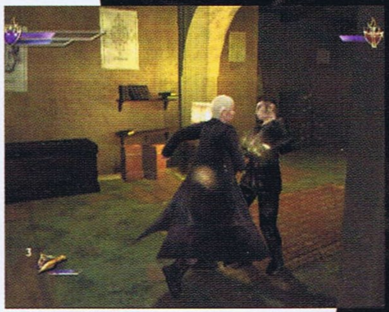
△ Excellent. Blood soaked violence is just what the doctor ordered.



△ What the doctor *didn't* order is the albino with the braces. At least, we think they're braces.




△ What's with all the black macs? That rubbish Matrix thingamebob had them, and now this. What's wrong with a sensible yellow cagool? At least you'll be visible in the darkness. And dry too.



△ Yep. More third person combat. Expect a lot of that. A LOT of that…

## 4-PLAYER



***Chaos Bleeds*** **even comes with dedicated multiplayer support. Up to four players can indulge in a variety of multiplayer modes, such as Bunny Catcher (obviously referring to ex-demoness Anya's fear of rabbits), Survival (a last-man-standing affair against both the CPU and other players) and the odd Slayer Challenge (activate 'command points' while fighting off enemies). It's all perhaps a little perfunctory and simple, but it's nice to see multiplayer action.**

they get around that then, eh?). Oddly, you'll also get to have fun as ventriloquist's dummy Sid, who made an appearance way back in the first season of the show. Curious.

Skipping between characters works well; you don't spend too much time with any one protagonist, which makes for a diverse and entertaining experience, as you don't get the chance to get bored with any particular personality. Playing as Xander for a protracted length of time, for example, would, we're sure, get a bit tedious as he dies very easily.

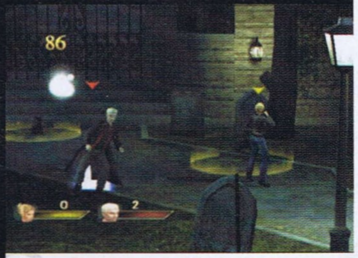
**"WE'RE HAPPY TO REPORT THAT CHAOS BLEEDS STANDS ON ITS OWN TWO FEET, REGARDLESS OF SUBJECT"**

Plainly, *Chaos Bleeds* is shaping up rather well, and even features some well-implemented voice-acting from the show's cast (with only Sarah Michelle Gellar and Alyson Hannigan absent). Developers Eurocom have even thought about people's TVs, as there's a proper widescreen mode (smart!) – something Nintendo don't seem to worry about – along with Dolby Pro Logic II support for all of you with fancy surround-sound set-ups.

The game's out in the autumn, but we're hoping to bring you more on this in the very next issue…

## NGC VERDICT

**Film and TV tie-ins are usually dump, but this has the potential to be ace. Eurocom have got the spirit of the show nailed, and while we're a little worried about the repetitive combat, control is smooth, it looks good and Buffy fans are going to love the wealth of continuity detail and in-jokes. But will Buffy agnostics fall for its charms?**



| UK | US | JAPAN |
|---|---|---|
| SEPT | SEPT | TBA |

**ANTICIPATION RATING**

1 2 3 **4** 5

**DID YOU KNOW?** Seth Green is the only cast member of Buffy who was in the original Buffy movie. Unfortunately, he was only in scenes that were eventually left on the cutting room floor. Nice one, Greener…

## KIRBY'S HERE

The game was released in Japan just a tad too late to get the full import review treatment in this month's issue. But if we can tear ourselves away from the multiplayer mode for long enough, we'll give it a thorough going over next time.



△ A comfortable air ride.



△ Looks like one of *Monkey Ball*'s more evil levels.



△ Like nothing we've seen before, this beauty.



### THE KNOWLEDGE

- This game was originally planned for release seven years ago on the N64. Since then, it's been canned, forgotten and then resurrected from scratch for release on the GC.
- Control of Kirby is dead simple – you only need to use the analogue stick and the A-button.
- Four players can play at the same time in the split-screen mode.
- You can race in a variety of views, including a rather excellent Super Sprint-style top-down view.



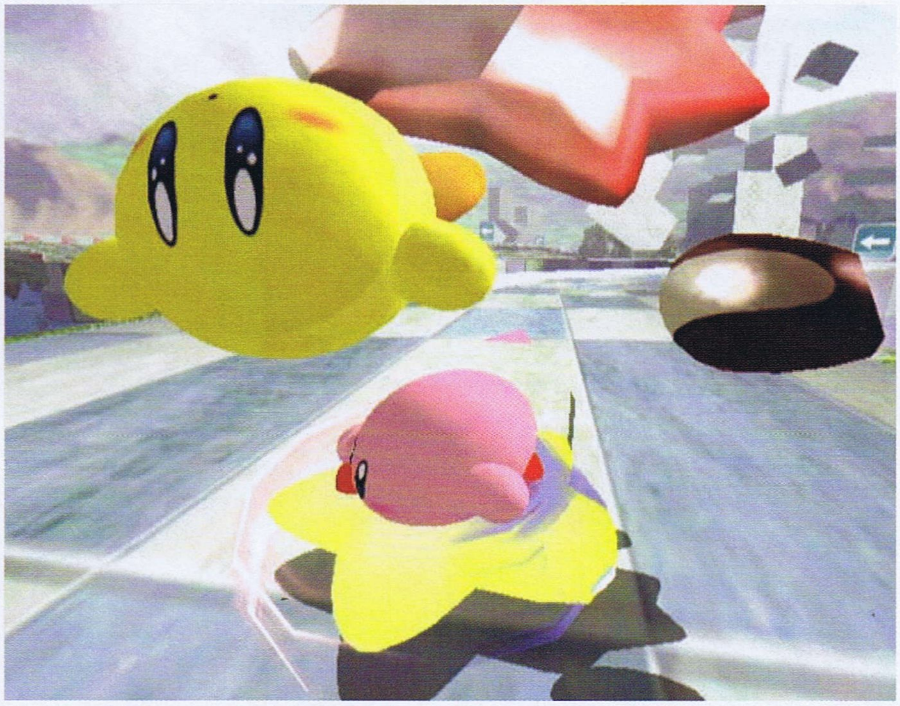


△ Kirby's playing catch-up.





△ Mind the fans, you nutcase.



△ He always did have a split personality. We're quite partial to the spooky White Kirby from *Smash Bros.*

### FACTFILE

**Who's making it?**
HAL Laboratories

**What have they done before?**
**Super Smash Bros Melee (NGC/68, 91%)**
Great-looking multiplayer fighting romp.

# KIRBY AIR



NGC INDEPENDENT NINTENDO GAMING HANDS-ON PLAYTEST

## One last look at the pink spud's oddball racer before we cough up a score next month…

A brief perusal of the screenshots on this page could lead you to believe that *Kirby Air Ride* is just like any other cutesy racer, and that its destiny is to fade into nothingness once *Mario Kart: Double Dash!!* races into town. Far from it. You see, Kirby has a rather nifty trick or two up his stumpy sleeve – were he to wear a shirt, of course.

The main innovation that sets this apart from all the rest is that Kirby is controlled only with the analogue stick and the A-button. It sounds overly simplistic, but actually it adds subtlety to the game, the likes of which we've never played before.

Kirby's perpetually propelled forwards, so you never have to worry about accelerating – that's done for you. All you have to keep your mind on is braking, and using and sucking up power-ups. As ever, the Kirbster collects power-ups by sucking them from his opponents.

But all that sucking creates something of a dilemma, because holding the button both brakes and sucks at the same time, so do you keep going fast, or do you slow

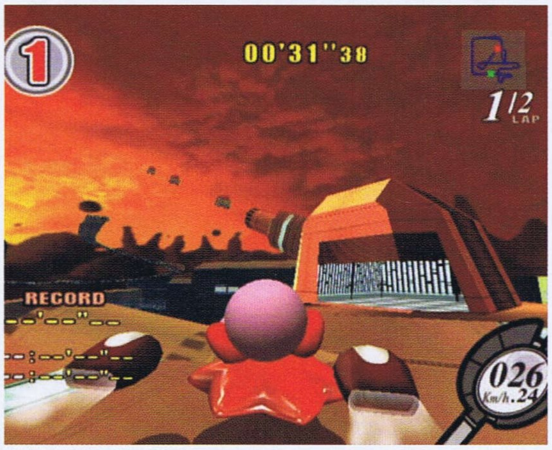
> "KIRBY IS ONLY CONTROLLED WITH THE ANALOGUE STICK AND A-BUTTON, WHICH ADDS SUBTLETY TO THE GAME..."



**DID YOU KNOW?** There are around 20 towns in the UK with Kirby in their name. And it's also a make of vacuum cleaner.



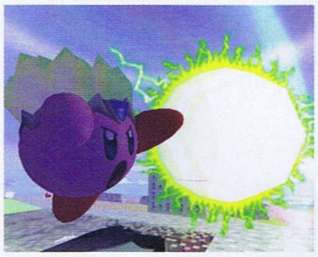
△ Kirby takes flight. Doesn't this game just look like a totally ridiculous amount of fun? It's going to be great.




△ There are plenty of opportunities for time trial tests here.



# RIDE





△ Feel the power of Kirby's suction-assisted attacks. Truly awesome.



△ Hoshimaru? Just a close relative.

## IN THE CITY



**The most ingenious mode in the game is called City Race mode, which combines racing with an exploratory tour of a whopping city level. You have a fairly short amount of time in which to travel about the city collecting power-ups and customising your vehicle in time for the race. Excellent.**

down a bit and pick up some weapons? Firing weapons is not as simple as slapping the A-button and crossing your fingers either, because each different weapon requires a different tactic and a slightly alternative skill. Some weapons will slow you right down, because you have to hold down the button for ages to fire them off, while others will only require the slightest touch to send an opponent reeling.

All this innovative gameplay and minimalist control should make for a completely different racing experience, but it's not just in the gameplay stakes that *Air Ride* really shines. The game is themed along Kirby's trademark bright and colourful visuals, and the tracks are looking menacingly tricky – some of them are so thin and with so many undulations that they look almost like rollercoasters.

There are loads of different quirky racing vehicles to ride in the game too, including a flying pair of trousers, and a purple button-shaped racing wheel. Each machine also has its very own attributes, that'll have a considerable effect on the outcome of your race.

Add to all that a very odd collection of characters (including one that we can only describe as a space hopper), and a cracking multiplayer mode with both a funky top-down and regular split-screen views, and we could very well have the makings of a classic.

## NGC VERDICT

**Initially we weren't particularly excited about the prospect of *Kirby Air Ride* but the more we see of it, the more we're starting to drool. At the moment, it's looking fast, fun and rammed full of innovative and tactical features, but it remains to be seen just how much the minimalist controls will affect our enjoyment of the game.**



| UK | US | JAPAN |
|---|---|---|
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**ANTICIPATION RATING**

1 2 3 4 **5**

## CONSPIRACY THEORIES

While playing *XIII*, we had a think about the conspiracy theories we've seen on cable TV. From UFOs (they're already here) to JFK (it was the CIA/Mafia/Marilyn Monroe's boyfriend). It made our heads hurt, so we stopped. Feel better now.



# XIII

**He isn't paranoid.** It's just that everybody really is out to get him. Meet Mr XIII…

NGC SPECIAL INVESTIGATION




△ **Baoomm indeed. All sorts of authentic weapons, such as this rocket launcher, are present and cel-shaded in the game. All the better to kill cartoon dudes with.**

Waking up on a desolate beach, with no memory of arriving there, nursing a gunshot wound, while sinister men lurk in the shadows, looking to finish the job…

Welcome to The Bourne Identity.

Sorry, we mean *XIII*, the game of the popular (in France) comic series that has nothing to do with the Robert Ludlum novel/Matt Damon film, save for a remarkably similar plot.

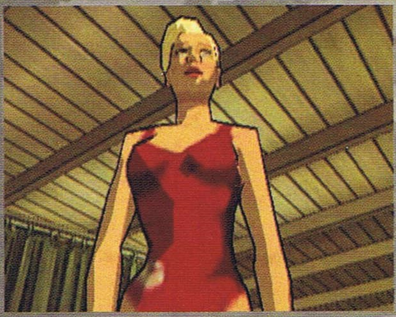
Our hero finds himself on the run, with the key to a New York bank vault as the only clue to his previous identity. Right now, he has the number XIII tattooed on his chest, and a distant recollection of having played a major role in the recent assassination of the US president. And, naturally, he has the instincts of a trained killer.

> **"OUR HERO FINDS HIMSELF ON THE RUN, WITH THE KEY TO A NEW YORK BANK VAULT AS THE CLUE TO HIS IDENTITY"**

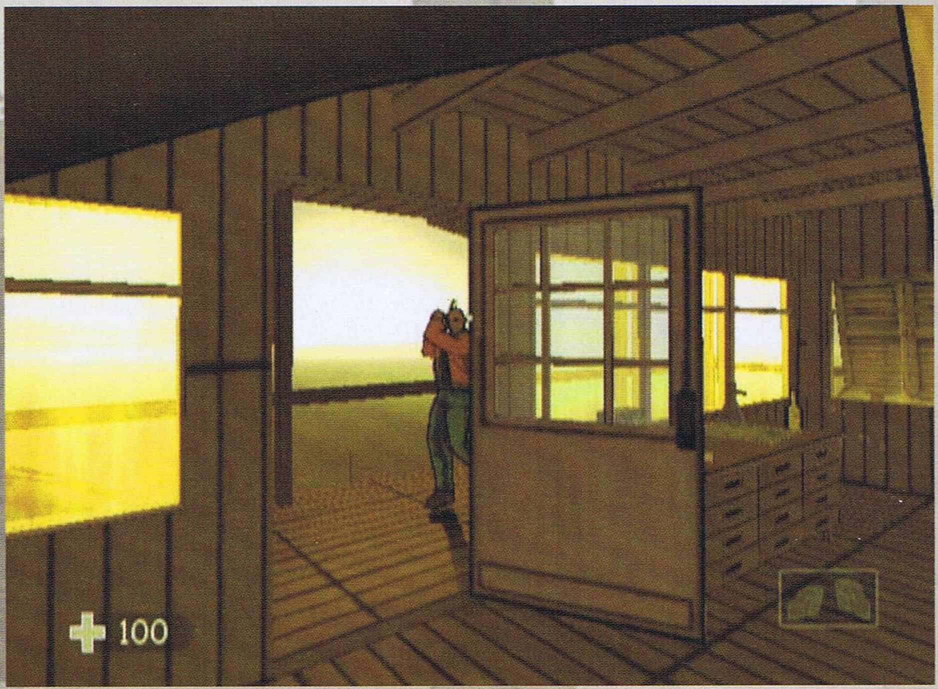
So begins a murder-mystery wrapped up in a first-person shooter that looks like no other. It's a comic book brought to life, with all manner of artistic devices ripped straight from the page – cutaways, inset frames, sound effects and more.



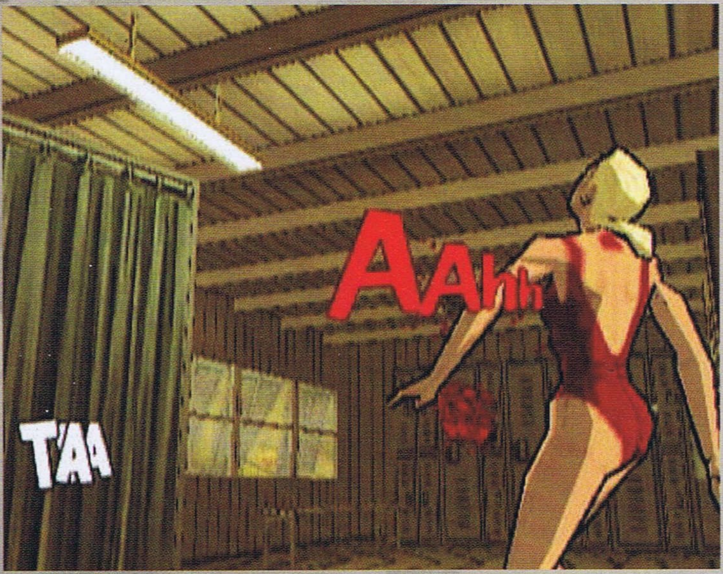

△ Chairs can be shattered on heads.



△ The lady who rescued XIII. Soon to be dead.




△ Bad fellas approach, bearing arms. Let the killing commence.




△ And there she goes. More holes than a Swiss cheese, that girl.




△ Check out the draw distance on that baby. Lengthy.

Clues pop up in little comic frames when you move close to an important item – for example, walking outside a locked door will bring up a quick cutaway, showing a crucial piece of equipment lying on the table inside.

It means there's much less aimless wandering than is normally seen in this sort of game. Items of interest are revealed very quickly – so it's just up to you to figure out how to get to them.

## SILENT ASSASSIN

And getting there usually requires a combination of sneaky stealth and noisy killing, which is, of course, the accepted way of doing things in today's first-person shooters.

"All of our development team played a lot of FPS and action-adventure games during the production to see the most interesting ideas that had already been done," admits producer Julien Bares. "It was very interesting because we had different points of view for each game."

So there's a dash of *Metal Gear*, a touch of *Half-Life*'s scripted action, and a whole lot of *GoldenEye* in there, among many other influences.

Our verdict? From what we've played of it so far, it seems to hang together rather well.

## IN THE BEGINNING

The game opens with our nameless hero, known only by his XIII tattoo , witnessing the killing of the female lifeguard who presumably dragged him out of the water.

The first task is to avoid suffering a similar fate, and, luckily, there's a handgun lying on a table in the next room. Get there before the bad guys creep in, and life becomes a whole lot easier.

Alternatively, there are loads of other items that can be picked up and used as makeshift weapons.

So, if you've ever had the burning desire to smash a chair over somebody's back, or crack someone on the head with an empty bottle of beer, this is your chance to do it without having to start spilling pints at your local pub.

Anything that can be grabbed or manipulated is marked by a symbol when you approach – a jagged edge icon indicates a window that can be smashed, and a hand icon means the item can be picked up and carried.

So, after disposing of the initial wave of would-be assassins, it's time to head

## VOCAL

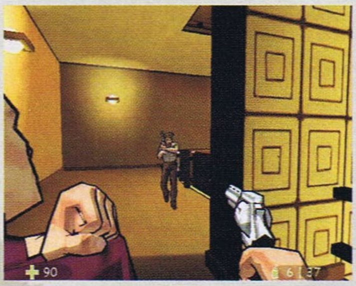



For a change, the character speech won't be recorded by the artist's brother's mate who was once into amateur dramatics, or other such voice talent. Ubi Soft have roped in David Duchovny, of X-Files fame, and TV's original Batman, Adam West, to take care of the vocals.


**TURN OVER**

... For more cel-shaded violence. Even Tom & Jerry weren't this mean to each other. *XIII* – the most violent comic on Gamecube.

"It's such a satisfying shoot-'em-up because of the amount of gore"



△ A human shield in full effect.



△ Shoot, shoot, and shoot some more.



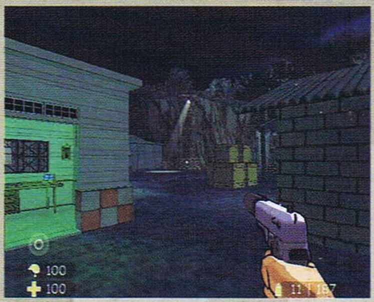

△ There's nothing like shooting a cartoon solider clean in the nadgers.

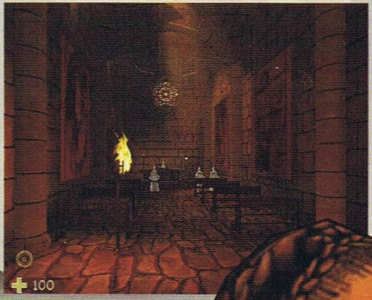
## TWIN SHOT

*Every weapon has two attack functions, activated by the two chunky shoulder buttons. Press one and you'll throw a knife, for example, while the other does a stabbing movement. If the weapon has a sniper scope, pressing the L-button zooms in.*

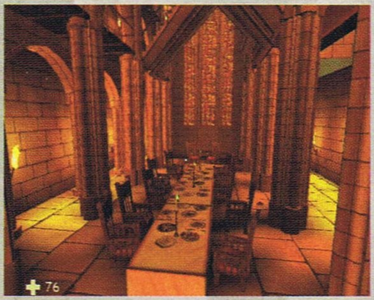












△ Klansmen, in some evil cultist action.

△ One body on the shoulder, another on the floor ahead. You can't dump them in the sea, but you can lug them over to quiet areas and hide them in the dark.

△ Exactly like the **NGC** magazine canteen, where we feast on roasted hogs.



out onto the wooden walkway that winds around the cliffs, taking a few moments to dispose of yet more bad guys, and grab a nice AK-47 from one of the better-armed corpses.

Down on the boardwalk, you can pop into the pub to collect typical bar equipment, such as empty bottles and, erm, throwing knives.

Then it's time to head through the path to the docks, where you can experience the game's underwater controls (enemies can see and shoot at you while you're submerged), before emerging into a final showdown with a gang of attackers.

Kill them up real nice, take their car keys, and escape using the conveniently placed vehicle parked right by the exit gates. That's the first level, and as simple as it may be, it's plenty of fun to play.

## MULTI



**Several multiplayer modes are promised, including variations on the familiar co-op, King of the Hill and Capture the Flag themes, but they weren't present in the preview version. The developers are aiming their sights high, with the intent being to make something of almost (whisper it) *GoldenEye* multiplayer potential. We'll see. But the Gamecube version will have some exclusive four-player games not present in other console editions.**

One reason it's such a satisfying shoot-'em-up is the surprising amount of gore. Not in a buckets of blood-splattering manner (although there's plenty of that as well), but more in an eye-watering injury sort of way.

When you score a direct hit with one of the stealth weapons, such as the throwing knives or the crossbow, a three-part comic-frame sequence pops up at the top of the screen, showing the gruesome results of your actions.

It looks like pre-drawn stuff, but in fact it's just the in-game graphics, flattened out and zoomed in to expand the detail. So if your crossbow bolt went clean through somebody's eye, or your knife wound up tickling the back of a bad guy's throat, that's exactly what you'll see in the cutaway art.

## FAMILIARITY...

**Veteran N64 gamers will feel right at home in some of XIII's locations. Extremely so...**



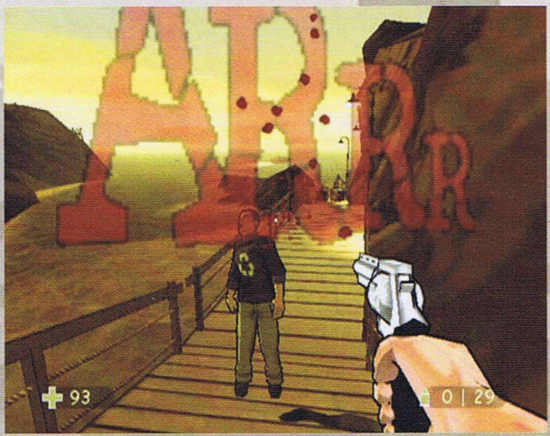
■ **Approaching the bunker at Severnaya... This makes us nostalgic for a Gamecube remake of a certain golden oldie. Anybody up for it?**



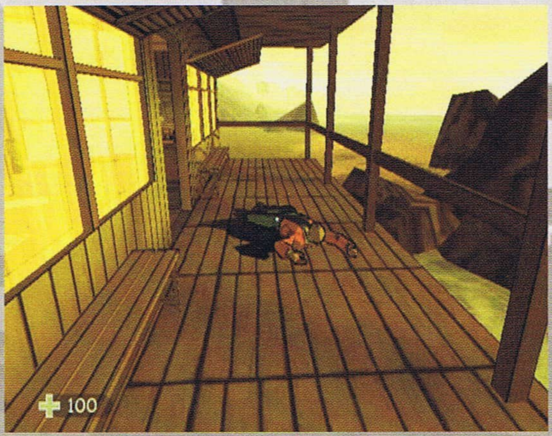
■ **Cripes. If this isn't the control centre where we protected Natalya as she hacked into that main console, well... monkey's uncle and that.**



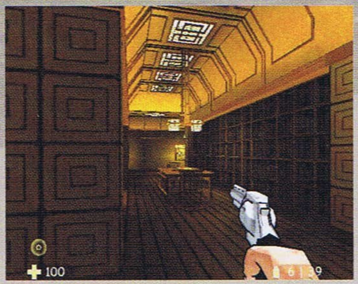
■ **And running around the upper levels of the control room, shooting an AR33. Alright, it's nothing like it, but in a certain light...**



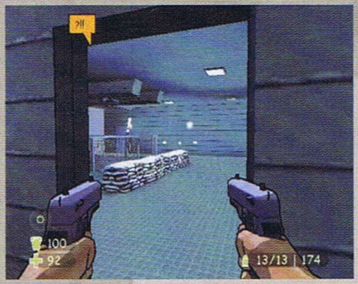
△ **Arrr! Yes, you can 'arrr' all you like, but if you get in Monsieur XIII's way, you're copping a faceful of lead. You were warned.**



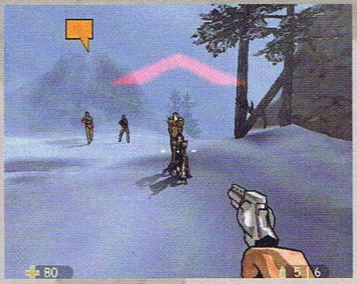
△ **He thought he could take us out on his own. Fool. Now we're going to track down his wife and family, and we'll... Oops!**



△ **The place seems deserted. Time to search for conspiracy evidence.**



△ **One pistola in each hand. There are also grenades and explosive things available.**



△ **The arrow shows the direction of any damage you've just taken. Handy, that.**




△ **Three of them – still not enough. We'll pin their corpses to a tree, with crossbow bolts through their heads. Or something.**



Even the traditional comic-style sound effect text (*'Noooo!'*, *'Arrrr!'*, etc) doesn't detract from these eye-catching moments of violence.

Another cool thing you can do with corpses is pick them up, and carry them around on your shoulder. Which is useful for hiding them on stealth levels, or just to imagine the look on an enemy's face when he sees you lugging his deceased brother in one hand, and shooting his best mate with the other.

When the bad folk are alive, you can sneak up behind them to take human shields, a bit like in *Die Hard Vendetta*. This part, unfortunately, didn't appear to be working in our preview code, but we did notice that carrying anything heavy has a severe penalty on the character's movement speed. Presumably, if you're holding onto a struggling hostage escape will be an even slower prospect.

A final good note about the game's body count – dead enemies stay where you shoot or drop them, which is something we expect every game to do from now on, after *Hitman 2* proved that the Gamecube could easily handle it.

> **"A GOOD NOTE ABOUT THE GAME'S BODY COUNT – DEAD ENEMIES STAY WHERE YOU SHOOT OR DROP THEM..."**

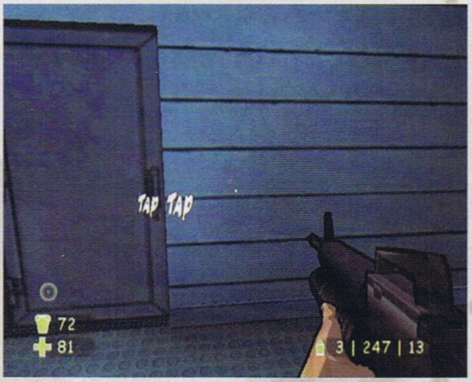
### HI-TECH STYLE

The game's graphics are pitched halfway between all-out, stylised cel-shading, and the more realistic style that we've seen in every other first-person game.

Like many other titles that aren't created using proprietary technology – such as the majority of first-person games currently available on the PC – *XIII* uses the 'engine' from an existing game. In this case it's the high-powered *Unreal II* that lies beneath the comic book sheen.

Not that you'd notice it most of the time, but when you do enter one of the larger areas, the architectural detail can be overwhelming. ▶

"A 'sixth sense' radar comes into effect while moving slowly"




△ Somebody's going to regret wearing tap dance shoes for his shift as a military guard. Such a basic error.



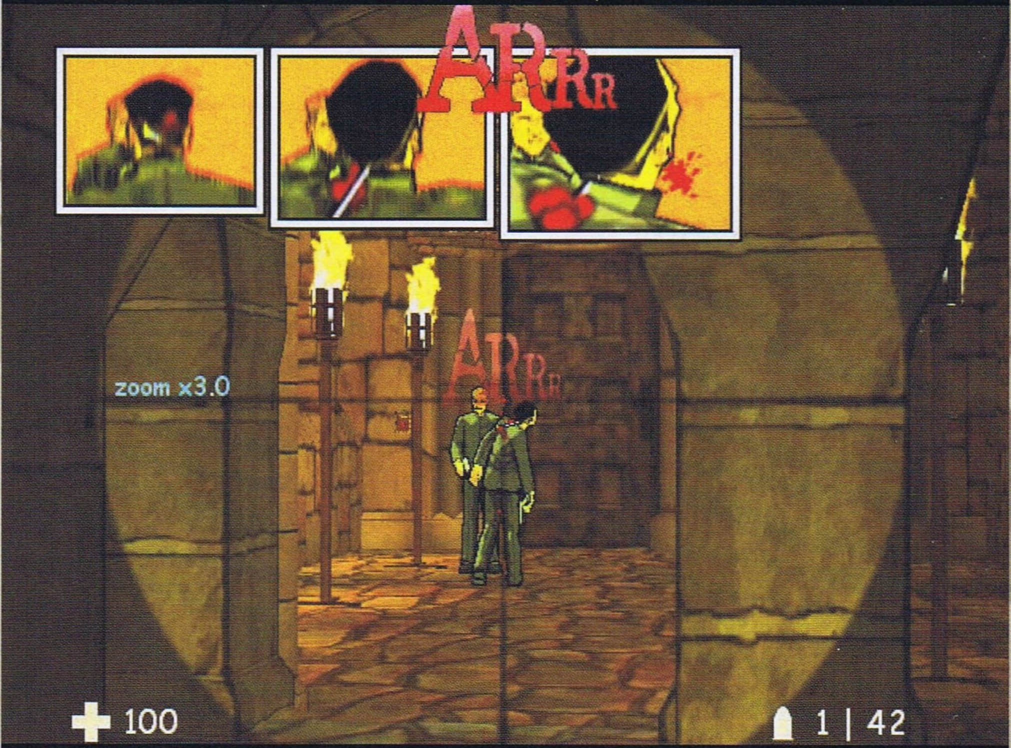

△ And there he is – exactly where his clicky feet said he'd be. Hello, Mr Guard – come get some!




△ A plucky attempt, but we're using God Mode. Ho ho ho.

# KILL OR BE KILLED

*It's a cruel old world out there, and almost every single person inhabiting it wants you dead. Hardly right, considering you can't even remember your own name. But there's a conspiracy going on, and anyone is fair game…*




■ Snipesies! This bit is halfway between 'damn funny' and 'quite nasty'. You get a nicely detailed three-step view of the crossbow bolt going through the back of your victim's head. And this guy was only a harmless monk (maybe).



■ Rival hunting parties are fair game in the wild mountains.



■ Somebody operating the spotlights at a Celine Dion concert. Bye bye.



■ Ooh, can't you just feel the bloodlust? Where's Bambi?



You've got this strangely shaded world which, when you squint at it, looks very realistic, but with brightly coloured cartoon characters walking around on top of it.

It's a unique design that's sure to influence games in the future, not least the highly probable sequel to *XIII* (although *XIII* producer Julien Bares promises us that the next instalment in the franchise will be 'reinvented'. Hmm.)

One stylistic touch that not only looks the business, but has a particularly significant effect on the gameplay, is the motion sound effect produced as guards walk on their patrol routes.

You can actually *see* the guards' footsteps as they walk on the opposite side of a wall or door to you, with a 'tap tap tap' text effect that shrinks and expands according to their proximity.

Coupled with a 'sixth sense' radar that only comes into effect while moving slowly or standing still, it makes life much easier when attempting to sneak through a heavily guarded area.

## THE PLOT




"It's based on the first five volumes of the comics", says Julien Bares. "The storyline is the original one, but some of the elements have been changed to impart more fun and action into the game. Jean Van Hamme, creator of the XIII comic, worked with us to give his opinion of what we could and couldn't do. We wanted to keep the original script."

### THE G-WORD

The game's many *GoldenEye* similarities mean it's going to have a lot to live up to, particularly among highly discerning Nintendo players.

It isn't entirely due to the location design, although there are obvious

All the way from Paris, the cartoon killing machine



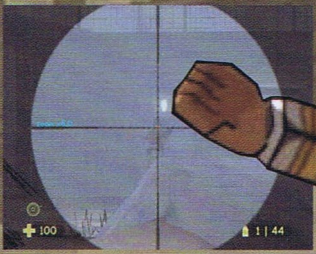




△ Just a simple cartoon game? Not with graphics like this. It's all gone very *Unreal II*.



△ The end of the first level. Get in the car and hit the road.



△ Silent but deadly. Our man is the human equivalent of an eggy chuff.



△ The key icon means you can unlock the door (after you've finished killing).

Rare touches in some of the levels (see the Familiarity box on page 13). Most first-person games have that sort of thing in there, particularly if there's a spy/espionage theme at their core.

It's more that there's an intangible kind of *GoldenEye* aura about the whole experience, from the way the controls work, to the feeling of being trapped behind Mr XIII's eyes while all those enemies roam around, just outside the door.

There's already an awful lot to like about it, and we strongly suspect the list of plus-points will be even longer by the time it's ready for release on Gamecube, in early December – a month after the other formats, but with the added bonus of alternative multiplayer modes.

Since the final version isn't all that far off, there's probably very little that can be added to it. We'd like to see a more consistent frame-rate, as it currently seems to be running closer to 20fps than the elusive and highly desirable 60fps, but improving the speed of things will hopefully involve little more than the odd bit of optimisation and code-tweaking.

And, of course, this is something that the development team (listen up) have got a little more time to achieve with the Gamecube version, than with the others on PS2, PC and Xbox, all of which are due for release some time around the end of October.

We'll keep you posted on any further progress the game makes as we approach its projected Christmas season unveiling.

Until then, in the words of *XIII* voice talent David Duchovny (or some old script writer), remember: The truth is out there.

**"THERE'S A GOLDENEYE AURA ABOUT THE EXPERIENCE, FROM THE CONTROLS, TO BEING BEHIND MR XIII'S EYES"**

## ABSOLUTELY GEORGE-OUS?

There was a time when LucasArts could do no wrong, with the likes of *Monkey Island*, *X-Wing* and *TIE Fighter*. But the Star Wars name doesn't guarantee success anymore. Thankfully there's not a lightsaber in sight in Gladius…



### THE KNOWLEDGE

- Take control of either Valens, the son of one of Imperia's greatest gladiators, or Ursula, the daughter of a great barbarian king.
- There are 20 battle arenas and 12 other locations where you can scrap to your heart's content.
- You can fight with more than 100 customisable characters, with stacks of different skills. And there also in excess of 400 weapons for you to get your teeth into.

### FACTFILE

- **Who's making it?**
  LucasArts
- **What have they done before?**
  **Star Wars: Bounty Hunter (NGC/77, 68%)**
  Truly average *Tomb Raider*-style adventure.

NGC INDEPENDENT NINTENDO GAMING HANDS-ON PLAYTEST



△ It's improved a great deal since we saw it at E3 two years ago. At the time, no-one wanted to touch it.

# GLADIUS

## Will this turn-based strategy affair make us sad or 'glad'? See what we did there?

It's about time a turn-based strategy game turned up on the Cube, but we are a bit disappointed that this is the first – we were hoping for a Gladiator-inspired slash-'em-up. Still, you can't have it all.

The story follows one of the two main characters, Ursula or Valens, and it's your job to travel around, participate in gladiatorial tournaments and recruit weird and wonderful characters. Once you've recruited lots of warriors, they uncover a plot to bring back the evil Dark God, which means there's a mystery to unravel and plenty of bad people that need to be knocked on the head. Phew.

Although the fighting is turn-based, there are lots of other elements thrown in to spice up proceedings, such as a swing meter that boosts the power of your attacks and varied button attacks. Battles aren't as simple as just mashing one button and watching your character do the business, though. Some attacks require you to input a sequence of complicated button-presses, while others demand that you learn particular controller movements.

Get it right, and victory brings rewards. Not only can you celebrate the dismissal of your enemy, but you also get approval from the Emperor himself in the shape of a certificate. And, the more certificates you accumulate, the more levels and fighters you get to unlock.

> **"THERE'S A MYSTERY TO UNRAVEL AND PLENTY OF BAD PEOPLE THAT NEED TO BE KNOCKED ON THE HEAD. PHEW"**

The character development is strong, and the progress of the game is directly related to how you control your team, making that element of the game just as important as getting your moves right on the battlefield.

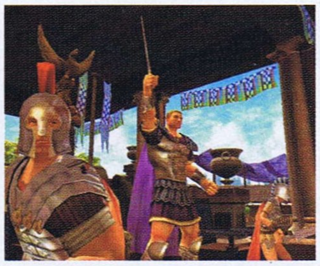
Expect a full review next month.



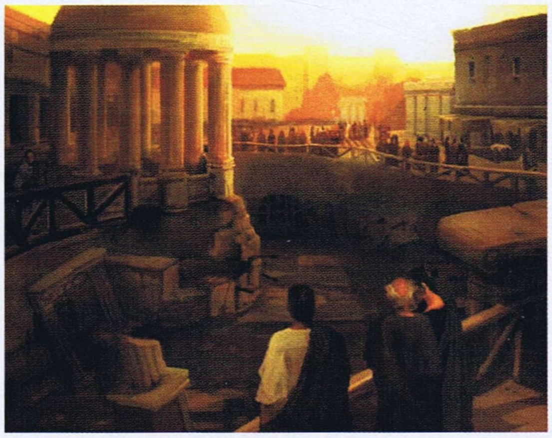
△ The customary ginger-haired fighting wench – last seen in Xena.



△ Turn-based fighting and strong…



△ … storylines make a nice change.



△ The further on the road to glory you are, the better the arenas.

### NGC VERDICT

Visually, *Gladius* is looking good, but it's the engrossing gameplay that should have strategy buffs everywhere rubbing their damp hands with glee. There are still a few issues to be sorted out with the battle system, but if it all comes together, *Gladius* should soon account for many a night's lost sleep.



| UK | US | JAPAN |
|---|---|---|
| SEPT | NBA | TBA |

**ANTICIPATION RATING**

1 2 **3** 4 5

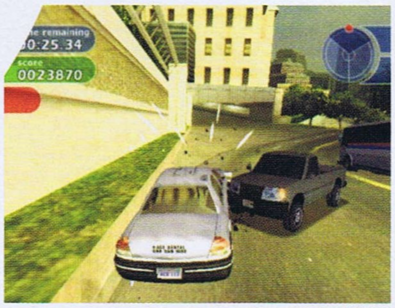
**DID YOU KNOW?** Gladiators would greet the host of the contest with the words "Morituri te salutamus": "We who are about to die salute you."



HUNTING SEASON IS NOW OPEN
XBOX WORLD GAME OF THE MONTH
"Alongside Halo in the list of Xbox Shooters you simply must own"
9/10
PSi2
"Exceptional."
9/10
PSW
"Mace Griffin is Halo for Playstation2. It's that good."
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Fight your way through a universe of huge corporations, strange religious sects and futuristic gun-slingers. Travel seamlessly from ground to space tracking prey, unravelling a deep and very dangerous mystery.
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PlayStation.2
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## IT'S A MINI ADVENTURE!

How canny are BMW? After the 1969 Michael Caine flick helped the original Mini become a national icon, they've only gone and got a brand new, 110-minute commercial for the brand new Mini. And people have to pay to see it! Now that's capitalism.



△ Erm… Where's our Mini? Get this hideous lump of American plastic out of our sight.



△ Some of you may recall former editor James Ashton's corpse being stuffed into one of these.

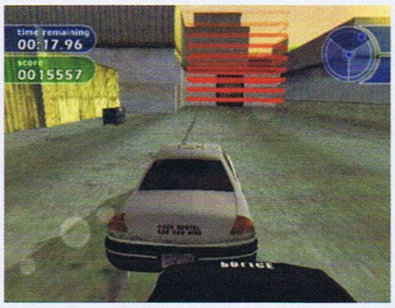


△ Don't dent it! Those Cooper S Works models weigh in at around 18 grand, you know.



### THE KNOWLEDGE

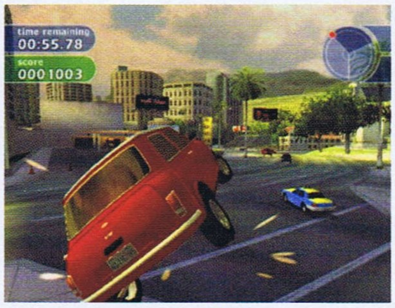
- You are Charlie Croker (played by Mark Wahlberg in the film, stat fans), and it's your job to get even with Steve, your former partner who double-crossed you while you were trying to pull off a gold heist in Venice.
- The forthcoming film is a remake of the British classic starring Michael Caine. Thankfully, this game isn't a remake or anything to do with the decidedly dodgy PSX game, *The Italian Job*.
- In a move that's faithful to the original, most of the racing action takes place in new supercharged Mini Coopers. Coolio…



△ Drive into the coloured box to win.



△ This section is slightly reminiscent of *Burnout 2*, but then most racing games we've seen lately seem to have a touch of the *Burnout*s about them. Doesn't play anything like that one, of course.



△ Driving on one wheel. Perfectly legal.

### FACTFILE

**Who's making it?**
Climax

**What have they done before?**
**SX Suoerstar (NGC/83, 71%)**
Unusual combination of motocross racer and girlfriend simulator. Those guys…

# THE ITALIAN JOB LA HEIST

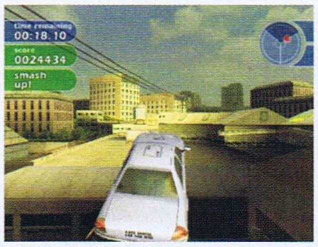


Get a bloomin' move on! It's the game of the film of the film that's not set in Italy. You work it out.



If you were hoping for a good old Cock-er-ney walkabout and the chance to dust off your Michael Caine impression with this game, you'll be disappointed, because it's based on the plot of the new film, and not the old classic. Bah. Despite retaining the old name, the swinging 60s streets of Turin are swapped for the highways of LA in the present day, which is really something of a disappointment. Still, it's not all bad.

The LA Job sounds like a dodgy proposition from somebody in an Internet chat room. But just because this is set in the here and now, it's not all fancy new cars and bling bling. And, the primary feature of the original – spending most of your time racing through the streets in the classic of all classic British cars, the good old Mini – has thankfully made it into this game. Bongo!



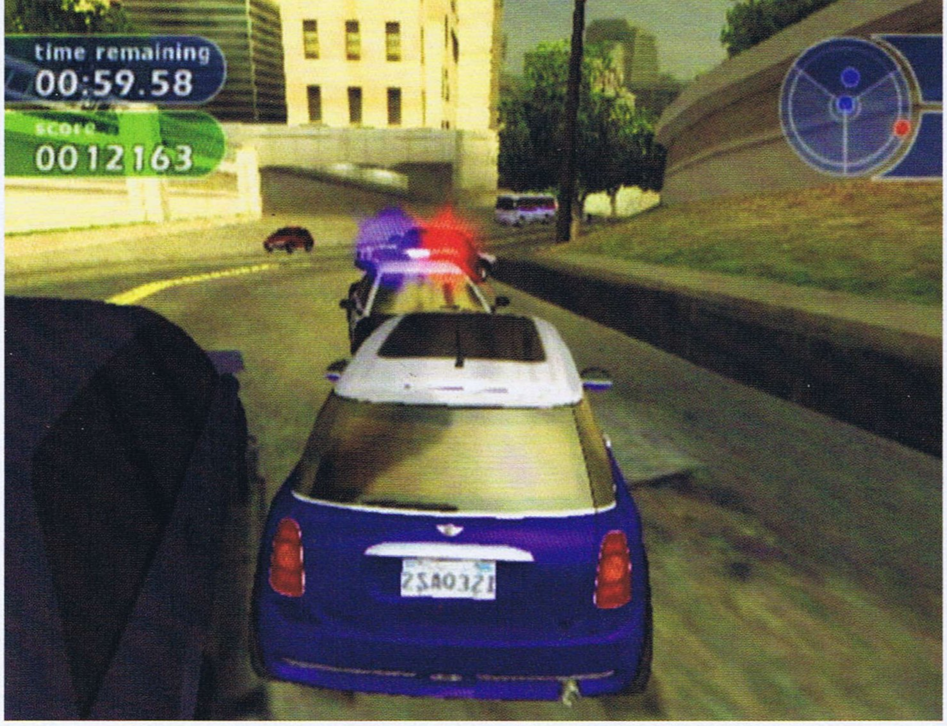
△ The game wants you to smash up this car. Happy to oblige.



△ Nice of somebody to park this ramp in a convenient location.

The game itself looks great – very much like *Burnout* – but that's where any similarities with the Cube's best racer must end, because this is a wholly different game.

One of the sticking points with any film licence is that it has to follow the storylines of the film to a pretty close degree, and *LA Heist*'s




△ Run from the pigs, the fuzz, the cops, the heat; pass me your gloves, there's crime and it's never complete…




△ You can't actually make the cars crunch up and deform, so you might as well just bash into things. Slows you down, but doesn't really hurt.



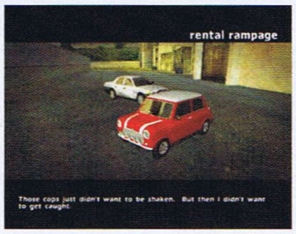

△ Something about the old-style Minis makes them look a bit dumpy in this game. Were they always this squat and heavy around the backside?



△ The suspension on these old things won't stand up to that.

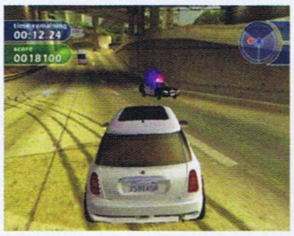


△ Simply terrible driving.




△ Remember the 'rental rampage' bit from the Jackass movie?



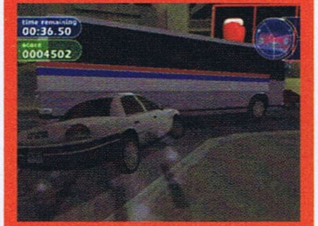



△ New Minis – the prettiest cars on the block right now.



△ Just needs somebody sticking his head out of the sun roof.

## STUNTED GROWTH



As well as Story and Racing, there's also a Stunt mode to keep things interesting. It's set in some confined spaces, with not much room to manoeuvre. The better you do, the more features of the game you get to open up.

Story mode does just that. Each level is split into two or three parts, and they almost always involve driving your car from one place to another against the clock. Sometimes, coppers will be thrown into the mix, as will a few different tasks, such as tailing an enemy from a safe distance. But essentially, you'll just have to buzz around from place to place as quickly as you can.

And yet, this is far from your conventional racer because, as in the films, your travels take you over all sorts of urban terrains, through shopping malls, fountains and down flights of steps to get to where you want to go.

All in all this should be a decent driving game, if not quite the world-beater that the car it's based on is set to become. There's no time for any further improvements, as it's already out in the States.

Review next month – and not a lot of people know that.

> "YOU SPEND MOST OF YOUR TIME RACING IN THE CLASSIC OF ALL CLASSIC BRITISH CARS"

## NGC VERDICT

The Italian Job is aesthetically very pleasing, but there's still a lot of work to be done in the gameplay department. Everything's in the right place, but pretty much every level we played has the same old task – speed from point A to point B – without much real variation. Even the Racing and Stunt modes didn't help to spice things up a great deal.



UK SEPT | US SEPT | JAPAN TBA

ANTICIPATION RATING: 3 (of 5)

# BREAKING THE HOBBIT

We grabbed a look at some preview code of Inevitable's fantasy adventure and sat down for a good old session running around that silly village the Hobbits live in, and even got to sticking it to some monsters.



△ Bilbo's Hobbit Hole dwelling isn't much like a normal bachelor pad. What's wrong with him?

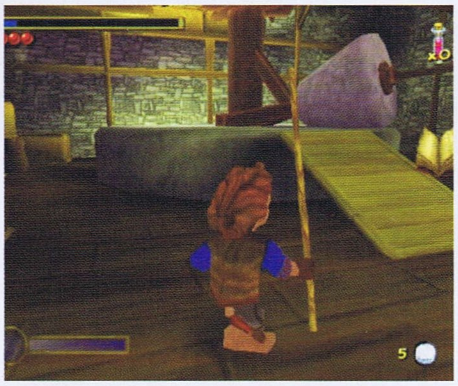



△ Got something better to do, eh, Baggins?



## THE KNOWLEDGE

- As Bilbo Baggins, uncle of the famous Frodo, you have to explore Middle Earth on your quest to kill Smaug the dragon.
- The game is faithful to the JRR Tolkien book in almost every way.
- You'll have to dispose of more than 30 different types of foes along the way.
- The main game contains a mini Stonelords game. Collect the Stonelords while you're playing, and then challenge other characters in the game, or your mates, to battles.

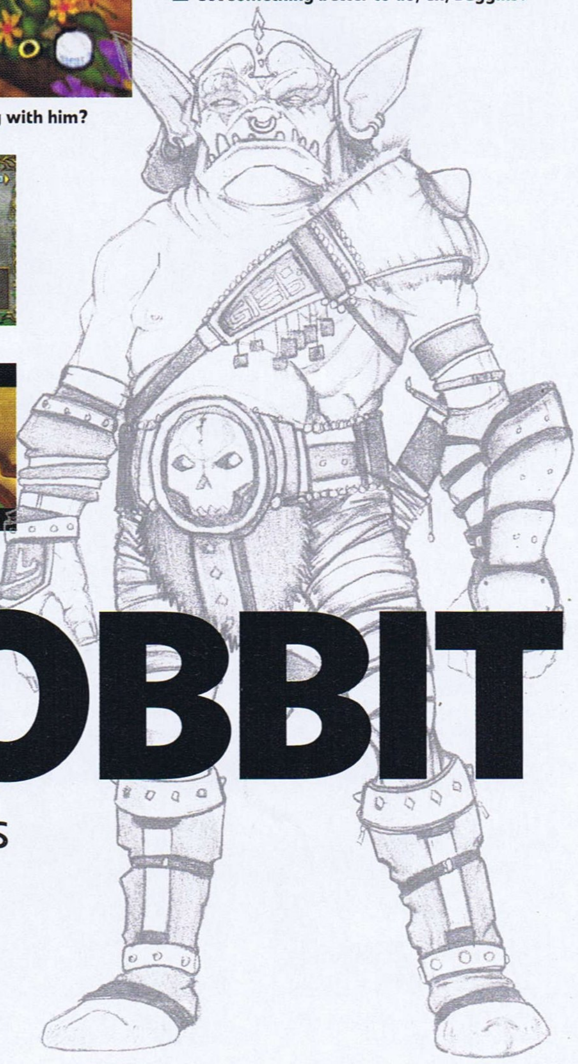


△ Just like in the novel, Bilbo dishes out the hurt using a whippy bamboo cane with a razor blade on the end.






△ It's Merlin! No. Wait. It's Greystoke!



# THE HOBBIT

## The King's returning at Christmas – but Baggins'll beat him to it…

There's always an inherent danger with literary licences, in that they immediately alienate anyone that hasn't read the book. Thankfully, while *The Hobbit* will of course appeal to the Tolkien massive, its cartoon-style visuals, slick cut-scenes and accessible gameplay should ensure that it tickles the fancy of those that don't know their Gandalf from their Gandhi, too.

As Bilbo, you set off on a *Zelda*-style adventure through Middle Earth, fighting critters, solving puzzles and making friends in your quest to defeat Smaug – a dirty great dragon. It's shaping up to be quite an adventure at the moment too. Part of its appeal is that it's populated by familiar characters and rammed full of clever innovations.

When Bilbo wears his ring he becomes invisible, making for plenty of creeping around. And you can also pick the locks of treasure chests by completing a set of simple puzzles within a time limit.

There are a few things that need straightening out before release though, the most notable of these being the battling. There's only one button used to attack, making Bilbo something of a one move wonder.

Still, get this right, and *The Hobbit* could well be a winner. It's looking pretty good so far…

> "AS BILBO, YOU SET OFF ON A ZELDA-STYLE ADVENTURE THROUGH MIDDLE EARTH"

NGC INDEPENDENT NINTENDO GAMING HANDS-ON PLAYTEST

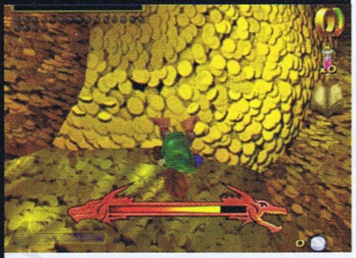
## FACTFILE

**Who's making it?**
Inevitable Studios

**What have they done before?**
**Defender (NGC/79, 50%)**
Rather dodgy 3D version of the classic arcade shooter.

## NGC VERDICT

The version of the game that we've been playing needs work, but it's shaping up rather nicely. It looks good, and because it's fairly faithful to the book, most of the levels are instantly recognisable. So long as something is done about the fighting – it's ropey at the moment, this could give *Zelda* a run for it's money *<cough>*.



UK SEPT | US SEPT | JAPAN TBA

**ANTICIPATION RATING** 1 2 **3** 4 5

**DID YOU KNOW?** Many moons ago, games writer Fergus McNeill made Tolkien parody text adventures called *The Boggit* and *Bored of the Rings*. He later worked on *Carmageddon*.

## SON OF A GLITCH

We'll be honest with you – a cutesy robot shoot-'em-up from an as yet untested developer didn't exactly sound great on paper. But we've been pleasantly surprised with the results so far…



△ It's action first, puzzle-solving and stealth second. Did you expect anything different?





### THE KNOWLEDGE

- Take control of Glitch, a small robot, as he attempts to rid his robot world from the evil General Corrosive.
- Possess and play as any one of 12 other robots, or hop in one of the four combat vehicles available.
- Choose from 18 different weapons, to wreak havoc.
- Set in the distant world of Iron Star. Six different environments, and more than 50 levels to enjoy.



△ The environments are nicely detailed.



△ You can get into several vehicles too.



# METAL ARMS
## GLITCH IN THE SYSTEM

No housework for these robots, it's guns, guns all the way…

Life as a robot wouldn't be half bad so long as you didn't end up as one of those crappy machines that had to serve drinks and hoover the stairs. A robot with masses of weaponry is where it's at, and this game has loads of them. Which is nice.

As Glitch, a little robot with a whole lot of attitude, you have to try and save the robot world from the grasp of the evil General Corrosive. Cue heaps of shooting, puzzling and stealthy behaviour.

The main emphasis of the game, though, is on blasting, and there's plenty of kit to make sure you do just that. Selecting a weapon is easy, and, if needs be, Glitch is pretty handy with his shooter. All the usual weapons appear, including futuristic machine guns, blasters and bombs, but there are some surprises too.

However, the most exciting part of the game is your ability to creep up on other robots in the game and 'possess' them – you take on their form and attributes. This makes for some great tactical play, but there is a drawback. As soon as Glitch gets out of the robot he's possessed, the enemy comes to life again, so you'd better make sure you retire to a safe distance. But with all this, and a four player mode chucked in for good measure, *Metal Arms* could well turn out to be really rather excellent..

> "THE MOST EXCITING PART OF THE GAME IS YOUR ABILITY TO POSSESS OTHER ROBOTS"

### FACTFILE

**Who's making it?**
Swingin' Ape Studios

**What have they done before?**
This is their first project, but they're not without considerable games experience. The three guys who've started the studio used to develop for Midway.

NGC INDEPENDENT NINTENDO GAMING HANDS-ON PLAYTEST





△ Aw look, forget the shooting – the possessing's where it's at…

### NGC VERDICT

***Metal Arms* is certainly shaping up to be very exciting indeed. What we've seen of it is visually brilliant, and it's also jammed full of action. We just hope that there will be enough diversity in the robots that you possess, to make the 50+ missions interesting all the way to the end. Promising, though.**



| UK | US | JAPAN |
|---|---|---|
| DEC | NOV | TBA |

**ANTICIPATION RATING**: 1 2 **3** 4 5

**DID YOU KNOW?** The Da Vinci robot – which has been used to perform surgery on more than 60 people at St Mary's Hospital in Paddington – appears in the 007 move Die Another Day.






# TALES OF SYMPHONIA

With the exception of *Skies of Arcadia*, the Gamecube is still coming up short in the RPG department. So the news that Namco have finally put the finishing touches to the third in the *Tales* series should come as a relief for all RPG fans.

True to their word, it's shaping up to be yet another epic adventure. The game will come on two disks, spanning two worlds which need to be brought into balance by, as always, a plucky band of teenagers.

So far details suggest that you shouldn't expect anything too surprising in the gameplay stakes, with the usual blend of battling and dungeon exploration, broken up with the more relaxing pastime of shopping in towns. Still, the visual style of the game, alone, is enough to get our mouths watering…

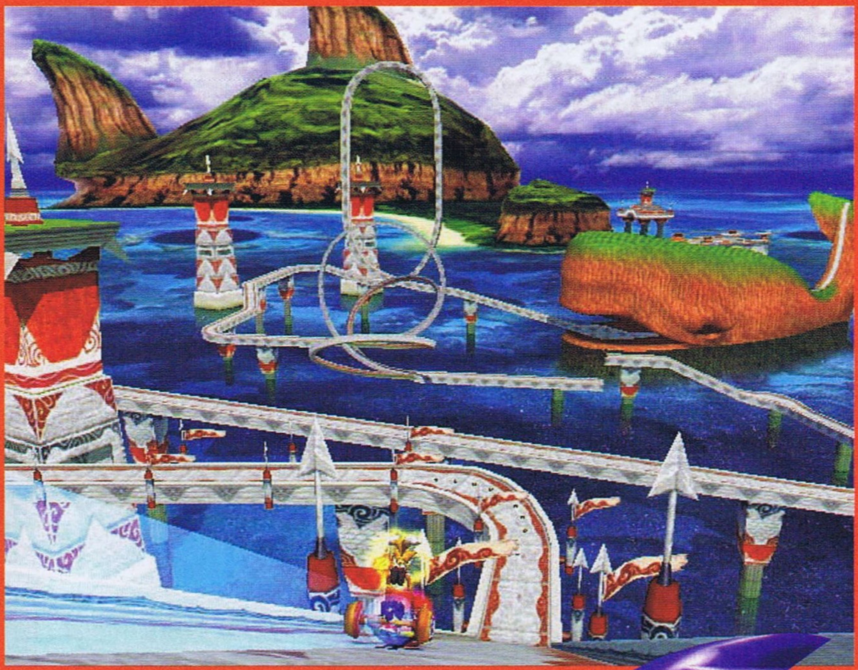



# XGRA

It's still early days, but the most recent code that we've had in for Acclaim's future racer demonstrates that things are shaping up really rather well.

Taking a step back from the straight up arcade-style racing of its predecessors, *XGRA* is being touted as a more comprehensive racing experience. The makers say that it will also offer extensive racing seasons, team rivalries, secondary objectives to achieve while you're on the track (like taking down specific racers) and a much greater variation in bike handling – something that was sorely lacking in *XG3*.

The weapon system has also been revamped. They've done away with the fiddly rotational system from before, and, instead, each bike has its own set of weapons that are exclusive to the team the player is allied to. So far so good then.



# SONIC HEROES



## The first game name to sound like a cereal…



Let's just get one thing straight here, okay. We don't hate Sonic. But, until he stops starring in *rubbish games* (yes,, you heard, *RUBBISH*) then we aren't going to cut the blue fella any slack.

However, *Sonic Heroes* looks like it might just be the game to sway opinion in the **NGC** office. The main reason being that this isn't some scummy port. Instead, it's an all new experience with a fair share of special little touches – both visually, and in terms of gameplay.

While the fast goal-reaching pace of the originals is still present, players will now take control of three characters – in this case, Sonic, Tails (we hope to god they've ripped his vocal chords out) and Knuckles – simultaneously. Each have their own set of skills, with Tails being able to fly over chasms, and Knuckles being able to bash through walls.

The level we saw was certainly conducive to speedy play, with none of the problems normally associated with the *Adventure* games.



# ULTRA RELEASE LIST

The latest on every Cube game in development – updated monthly!

### SEPTEMBER

| Game | Publisher |
|---|---|
| Conan: The Dark Age | TDK |
| Dragon's Lair 3D | THQ |
| Gladius | LucasArts |
| The Italian Job | Eidos |
| Mace Griffin | Vivendi |
| WWE X9 | THQ |

### OCT/NOV

| Game | Publisher |
|---|---|
| Alias | Acclaim |
| BG&E | Ubi Soft |
| Bionicle | Lego |
| Buffy: Chaos Bleeds | Vivendi |
| Bulletproof Monk | Empire |
| Freestyle Metal X | Midway |
| F-Zero GX | Nintendo |
| Harvest Moon | Ubi Soft |
| MoH Rising Sun | EA |
| Pitfall Harry | Activision |
| Prince of Persia | Ubi Soft |
| Raven Shield | Ubi Soft |
| Rogue Squadron III | LucasArts |
| Robocop | Virgin |
| Rugby 2004 | EA |
| Soul Calibur 2 | Nintendo |
| Sphinx | THQ |
| Spy Hunter 2 | Midway |
| Starsky & Hutch | Empire |
| Tak Power of JuJu | THQ |
| Tiger Woods 2004 | EA |
| True Crime LA | Activision |
| Viewtiful Joe | Capcom |
| Wallace & Gromit | BAM |
| XIII | Ubi Soft |

### DEC / 'WINTER'

| Game | Publisher |
|---|---|
| 1080° Avalanche | Nintendo |
| Bad Boys II | Empire |
| Billy Hatcher | Sega |
| ESPionage | Midway |
| FIFA 2004 | EA |
| Final Fantasy | Square |
| Goblin Commander | Jaleco |
| Gotcha Force | Capcom |
| Quidditch World Cup | EA |
| The Hobbit | Vivendi |
| James Bond | EA |
| Killer 7 | Capcom |
| Mario Kart | Nintendo |
| Metal Gear Solid | Konami |
| Pokemon Box | Nintendo |
| Pokemon Colosseum | Nintendo |
| Power Rangers | THQ |
| PSO III | Sega |
| Return of the King | EA |
| Sonic Heroes | Sega |
| SSX3 | EA |
| Starcraft: Ghost | Vivendi |
| The Suffering | Midway |
| Teenage MN Turtles | Konami |

### TBA / 2004

| Game | Publisher |
|---|---|
| Animal Crossing 2 | Nintendo |
| Backyard Football | Infogrames |
| Broken Sword | THQ |
| Custom Robo | Nintendo |
| Dead Phoenix | Capcom |
| Donkey Kong | Nintendo |
| Full Throttle II | LucasArts |
| Game Zero | Nintendo |
| Geist | Nintendo |
| Giftpia | Nintendo |
| Gladiator | Midway |
| The Great Escape | SCi |
| Hitman 3 | Eidos |
| I, Gladiator | Acclaim |
| Kirby's Air Ride | Nintendo |
| Looney Tunes | EA |
| Mario 128 | Nintendo |
| Mario Golf | Nintendo |
| Mario Kart | Nintendo |
| Mario Party 5 | Nintendo |
| Mario Tennis | Nintendo |
| Metroid Prime 2 | Nintendo |
| The Movies | Activision |
| New Zelda | Nintendo |
| Nightmare Creatures | Ubi Soft |
| Nitro City | Midway |
| Pikmin 2 | Nintendo |
| Pokemon Channel | Nintendo |
| Pillage | Zed Two |
| Pilotwings | Nintendo |
| Rayman Arena | Ubi Soft |
| Resident Evil 4 | Capcom |
| Roll-o-Rama | Nintendo |
| Rogue Ops | Kemco |
| Starfox 2 | Nintendo |
| Unity | EA/Lionhead |
| Urban Freestyle | Acclaim |
| XGRA | Acclaim |
| Zelda: Four Swords | Nintendo |
| Zelda: Tetra Trackers | Nintendo |

Nerk! We wiped a few games off the start of the release list, only to find that so many new ones arrived, we barely had the space to fit them in. So a couple of names might be missing from the arse end of the schedule. Note to software companies: If you'd like to see your games here, send us your in-house release lists and a bribe of at least, say, a fiver, and we'll see what we can do about buying a smaller typeface. Sweet.



## AMERICAN IDLE

It's rare that team **NGC** get to go away as one big family unit on holiday. Even rarer to go to the US and play a stack of new Gamecube titles *at the same time*. What you see over the next eight pages is the result of two weeks' 'hard' work, visiting American developers to play this winter's biggest new games...









# NGC'S SUMMER VACATION

The middle of July is the perfect time to take a holiday. The weather is nice and the sun is warm – so **NGC** decided to head over to the US and take a peek at some upcoming games. This is what we did on our "summer vacation."

### Monday, 7th July 2003

Mondays are never fun, so we did the intelligent thing and slept in.

After rolling out of bed around noon it was time to head to the great city of San Francisco, California and stop by Sega's headquarters where copies of F-Zero GX were waiting to be played.

As we wandered into the building though, we noticed something sitting in Sega's lobby – an F-Zero AX arcade machine. **We considered blowing off the appointment and making off with the only F-Zero AX in North America**, but we figured that Sega would suspect something when we published an exclusive story on the unit. Common sense prevailed and we headed inside to demo F-Zero GX.

### F-Zero GX

If there's one word that describes F-Zero GX, it's Speed. Pure, undiluted speed. **It's the fastest racing game to ever appear on a console**, sporting levels that would make the Phantom Class tracks on Wipeout XL look tame. Balancing out that high speed is an excellent control model which allows for precision manoeuvring, even while flying at a rate faster than the speed of sound.

F-Zero's visual design is superb, with a level of detail not often seen in a racing game (even though the game's so fast you don't get to appreciate much of it). Everything from the cars to the backgrounds have been polished 'til you can see Kittsy's face in them. You may not be able to interact with anything off the track, but it's amazing to look at. **Be sure to keep an eye out for R.O.B. the Robot in the Port Town level.**

Level design runs the gamut from simple to insane. The most basic courses are flat and easy to navigate, while the more complex ones feature hairpin turns and no side rails. Take a corner too fast and you find your craft

**F-ZERO GX**
**Thom Leonard**
**Team Nintendo**



"When I can't get to a roller coaster ride, I just pop in F-Zero GX. I've been playing videogames for over two decades and this is one of the fastest videogames I've ever played. After all, you know it's a good game when you forget to blink." Actually, it's when you forget you've got eyes, Thom...











flying off the track and into the ether.

An innovative story mode encourages players to complete other sections of the game by implementing a credit system. **If you want to further the story of Captain Falcon you need to buy access to the later levels with credits.** The only way to earn enough credits is by playing through the other sections of the game.

F-Zero GX allows for a high degree of car customisation, especially if you have an F-Zero AX arcade machine in your area. **By swapping a memory card between the two it is possible to gain access to enough spare parts to build more than 8,000 different custom cars.** Talk about choice!

With fast action, excellent track design and stunning graphics, F-Zero GX has everything it takes to impress and then some. So long as Nintendo takes the time to do a proper PAL conversion, this game will surely be a system seller.

After spending an hour or so with F-Zero GX (and gorging ourselves on the free food and drink) we meandered downstairs to the F-Zero AX arcade machine where we were given the chance to take it for a spin.




## F-Zero AX

Featuring all new courses and a set of exclusive cars and drivers, F-Zero AX is much more than just an arcade copy of F-Zero GX. It's a whole new game.

**Sega's planning on releasing two models of F-Zero AX – a standard version and a deluxe version.** Our advice? Skip the standard cabinet and play on nothing less than the deluxe cabinet. The game is of course the same on either cab, but the deluxe version is modelled after Captain Falcon's ship and it features a fully moving cockpit.

After you step into the machine the first thing you have to do is buckle up and adjust your seat – then press the start button. The oversized monitor mounted in the front of the cock-pit fills your field of vision while the moving cockpit simulates the vehicle careening around the track. In all the illusion is quite convincing. **So convincing in fact that Sega has included an emergency stop button for the easily queasy.**

## Tuesday, 8th July 2003

Sadly, Tuesday began a wee bit earlier than Monday. Thankfully, the pub crawl ended while the night was young. We met up with Nintendo at the Fairmont Hotel in downtown San Francisco where it was showing off a number of high profile Gamecube games. In a vain attempt to escape the July heat we decided to take 1080° Avalanche for a spin.

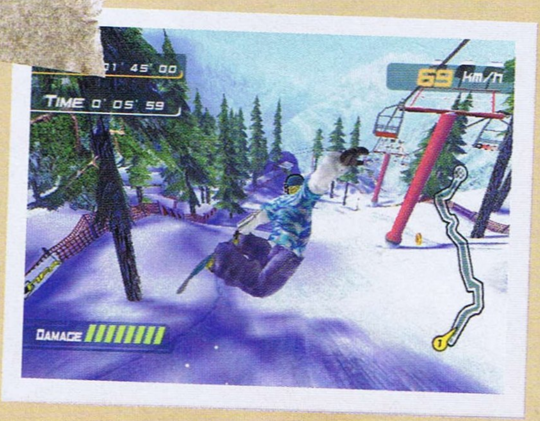
## 1080° Avalanche

A sequel to the famed Nintendo 64 game, 1080° Avalanche was referred to as an "SSX-lookalike" by some other fools attending Nintendo's event. They can't be too familiar with the original 1080° then, as it was SSX that copied the 1080° look, not the other way around.Sheesh.

The demo version of Avalanche was looking nice, with a solid framerate and smooth controls. The trick system was a bit limited, however it will be fleshed out before the game's release.

**What is going to make Avalanche stand out though, is the interactive environ-ment.** The game will feature multiple paths down each mountain course and each path will have some sort of environmental obstacle.

Everything from rockslides, collapsing bridges and full blown avalanches will force your boarding skills to the limit. SSX3 might have the tricks, but surely it won't be able to touch the game world here. *Surely…*



# SUMMER VACATION

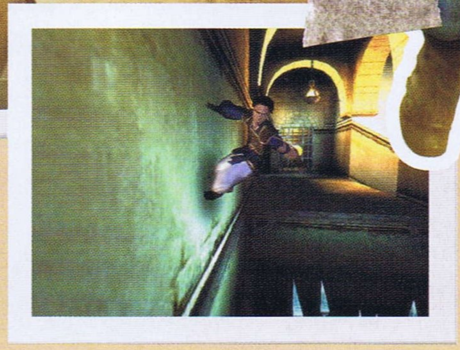
"Prince of Persia impressed everyone who walked by"









**P.N.03**

**Arne Cual**
**Capcom US**



**"Vanessa Z. Schneider is Capcom's next sexy video game vixen. She moves with quick finesse and strikes with fierce vengeance as she unleashes powerful attacks and combos onto her enemies. With her, there is 'danger around every curve.'" Er... thank you! You're a bit of vixen yourself, aren't you? Hmm?**

Sitting next to 1080° Kirby Air Ride. Although it's a racing game, it does its level best to reinvent the genre. Will it succeed? Review next issue…

## Kirby Air Ride

Unlike most racing games Kirby Air Ride doesn't bother with fancy, multi-button controls. It uses the analog stick and a single button on the controller. That's it. You use the stick to steer and the button to slow down. Release the button to speed up.

Because you're racing as Kirby, you have the ability to suck up random characters on the track. **Each character possesses a special power that Kirby absorbs after swallowing them.** This power can be used when you're near an opponent, by tapping the control button. A well timed electrical zap or a lightning-quick sword blow can delay an opponent long enough for you to get ahead.

With its simple control scheme, Kirby Air Ride is guaranteed to appeal to younger gamers, but its lasting appeal has yet to be proven. Skip back to page 8 for a more in-depth look…

UbiSoft scored big with an updated build of Beyond Good and Evil. After distracting a passerby we were able to grab a chair and get some quality play time with this unassuming title.

## Beyond Good and Evil

Developed by the man responsible for Rayman, Beyond Good and Evil has been in development for over three years. While the graphics may not be the most realistic out there, **the game boasts fluid animation, solid control and some excellent voice acting.**

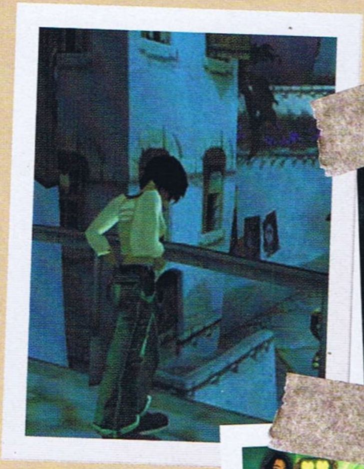
The main character of the game is Jade, a young girl who must embark on a quest to save her planet from alien invaders and unmask a deep conspiracy that surrounds the secrets of the alien's arrival.

Our demo began as Jade's home was attacked by the aliens and her friends captured. The camera moved seamlessly between the cinema scenes and gameplay – something that's pretty rare. The first level featured a lot of hand to hand combat, with Jade wielding a staff weapon that fired energy bolts. After clearing out the aliens we moved on to a hovercraft level where we had to kill a giant water creature and a stealth level that required careful movement. **The varied gameplay styles ensure that players won't get easily bored** with Beyond Good and Evil, but what really makes the game stand out is its cinematic flavour. The developers have used a number of movie















editing methods to evoke emotion while players are duking it out on the screen.

For example in the first level the game slows down while Jade is fighting a large group of enemies and the music changes to an eerie dreamlike aria. It might sound weird, but the result is absolutely beautiful. Once you eliminate enough opponents the game kicks back into high gear.

On another level you're being chased across the rooftops. An explosion behind you forces Jade to jump and roll. As it happens the camera switches to a short cinema and then back to Jade – the whole while leaving the player in control. Solid stuff indeed.

> **SSX3**
> **Katrina Strafford**
> **EA Sports Big**
>
> 
>
> **"The coolest thing about SSX3 is that the mountain is throwing everything it has at you. There are blizzards, falling trees, avalanches and crevasses. Also, all of the courses are specifically designed for their events. For example, the freestyle events don't take place on race courses."**

It may not have a huge following yet, but its **strong visual look, deep story and effective use of cinematic techniques** means that Beyond Good and Evil may just be the sleeper hit of the year. Watch this space. This one here_.

Sitting next to the Beyond Good and Evil demo station was a copy of Prince of Persia: The Sands of Time. A very short demo, it was still enough to impress everyone who walked by.

## Prince of Persia: The Sands of Time

The game definitely draws inspiration from the original title, but it effectively uses the technology of today and does not limit players to old school game design. The current prince can move in any direction and a context sensitive control button means he always does the right thing in a given situation.

**One of the neatest tricks is the "reverse time" manoeuvre.** If you make a foolish error and end up dead you can hold down the L button and reverse time until just before your deadly mistake. This is limited of course, but it is incredibly helpful and promises to relieve a great deal of frustration.

## Wednesday, 9th July 2003

Today was designated as "EA Day" so we said goodbye to San Francisco and headed south to Redwood City and the corporate-headquarters of Electronic Arts for a sneak peek at some of the newest titles to grace the Cube. As everyone packed into the company gymnasium - no, really - it was a mad rush to reach the hottest games.

Number one on our list was James Bond 007: Everything or Nothing. After fighting off a number of competing secret agents **NGC** was able to corner the developer of the game and extract some much needed information – including an exclusive first look at the connectivity features between the Gamecube and Game Boy Advance versions of the game.

Sadly, there was too much information to squeeze into our travel diary so we packed it up and sent it home via airmail. **Expect the full report next issue, but rest assured, Bond is looking great.** It wasn't the only English export on display at EA's HQ. The new Harry Potter game was also on hand for some proper sampling.

## Harry Potter: Quidditch World Cup

The latest game in the Harry Potter franchise isn't based on any one book, rather it is fashioned after the game of Quidditch which spans a number of the novels. Gamers were given a taste of the game in the Chamber of Secrets, but the full championship wasn't available before now.

Setup as a full championship, much like any other sport, Quidditch World Cup allows players to experience the game as a Chaser, a Beater, a Keeper and a Seeker. Each of the four positions offers a different type of experience, so players are forced to stay on their toes.

**Once you have completed the Hogwart's House Cup, you can enter the World Cup tournament which allows players to compete against international teams.** Each team sports a different set of strengths and weaknesses as well as an original stadium and unique uniform design.



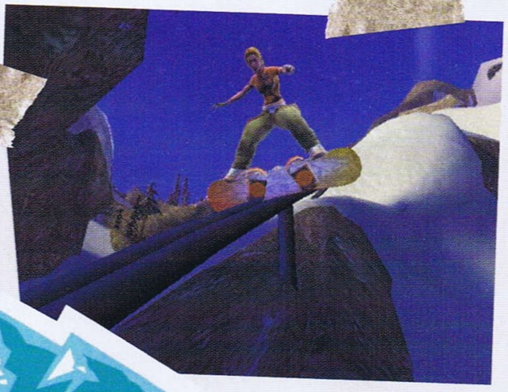
# SUMMER VACATION

"SSX3: 'Bigger, Badder, Better."

It may be a fictional sport, but Quidditch has a number of fans and as such should prove to be a successful game. It's only too bad none of us will ever get to see a live Quidditch match.

After a rousing game of Quidditch, we decided to sit down outside and eat lunch at the barbecue. The heat from the noon time sun was bearing down, forcing our thoughts to turn to cooler climates. As a result our attention quickly turned to SSX3 when we wandered back inside.





## SSX3

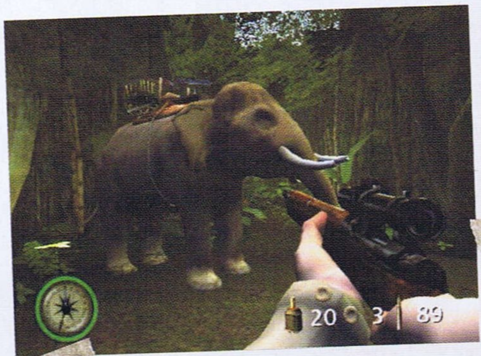
For SSX3, EA took the approach of "bigger, badder, better." Everything about the game has been revamped in order to make things more extreme and more challenging. If you're looking for a stunt filled powder drop SSX3 is just the ticket.

There are three peaks in the game, all of which tie together in some way shape or form. **During the course of the game this will allow you to ride seamlessly from event to event, with no loading time.** Instead of using a menu to navigate your way around you simply board to the appropriate place. Once you've beaten each of the three peaks you unlock the ability to take a freeform ride down the entire face of the mountain - and it can take more than 30 minutes to complete.

The game features 10 distinct boarders – four new ones and six returning favourites. As of yet there is no word on who will provide the voices for the characters, but the precedent set by SSX2 guarantees a few celebrities being recruited.

Uber-tricks have been upgraded to a three tiered system now, allowing for more variety among players. **Among other things each character can now perform one footed Ubers, along with rail-based tricks and their signature moves.** The base trick system has also been given a number of new standard moves making it easier to link combos together.

Crossing over to the other side of the auditorium, we wandered into a meeting room that was decked out in camouflage gear. Intrigued, we sat down for a demo of Medal of Honor: Rising Sun.We weren't disappointed…









## Medal of Honor: Rising Sun

Set in the Japanese theatre of World War II, Medal of Honor: Rising Sun updates the series with a number of new features, the first and foremost of which is its effective use of terrain. Previous games were primarily flat land experiences, where the real challenge was in manoeuvering around to eliminate your foe. **In Rising Sun you have to worry about navigating through cliffs as well as fending off an enemy that can attack from anywhere.**

One of the tactics used by the Japanese in the war was the spider hole. A camouflaged foxhole, the spider hole allowed Japanese fighters to lie in wait for an unsuspecting American troop convoy. When their enemy was on top of them, the Japanese fighters would spring up and start firing. **As a result, the AI in Rising Sun is quite different than that found in the European theatre games.** Whereas the German fighters attempt to pull back and eliminate you with ranged weapons, the Japanese fighters rush in and attack with bayonets if possible. This aggressive approach really changes how the game's played.

Multiple paths through each level ensure a good amount of replay value while the ability to ride animals adds a bit of variety. The one animal we saw in the demo was an elephant. **If you 'board' the elephant the game starts an "on rails" shooter section** with you manning a gun mounted on the beast's back, picking off the enemy.

Rising Sun wasn't the only military game on display, mind…

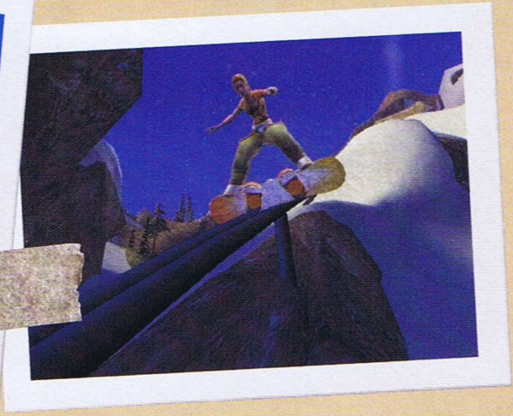


# SUMMER VACATION

Sun, sweat and hot new games





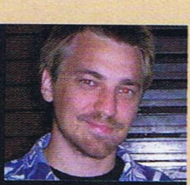




## Freedom Fighters

Powered by an upgraded version of the Hitman 2 engine, Freedom Fighters is somewhat of a departure for IO, because it has the player put in control of a squad as opposed to taking a lone wolf through the complex levels. While you can't jump from squad member to squad member, you can issue your squad specific commands which it'll follow. All told you can have up to 12 fighters on the go.

**FREEDOM FIGHTERS**
Mads Prahm
IO Interactive



"The hardest thing about doing any original game or concept is knowing what the game is going to be like before you have played it. We wanted to do a game about urban guerrilla warfare. We were inspired by all the movies where an ordinary guy steps up when least expected."

The story driving the game is inspired by movies such as Red Dawn. In Freedom Fighters, you're responsible for leading a group of rebel fighters through the streets of New York in an attempt to liberate it from the invading Soviet army. Yes, it's a flashback to the Cold War days of the 1980s, but it does make for a decent backdrop.

**Pulling inspiration from Vivendi's The Thing (some PlayStation 2 'thing'), Freedom Fighters uses a charisma system to rate your character's leadership ability.** The more prisoners you free and the more bases you capture, the higher your charisma rating. A high charisma rating means other fighters will trust you and it will be easier to recruit them as squad members. Sound impressive - and it seems to work pretty well.

Younger gamers will likely steer clear of the military games, but EA hasn't forgotten about them. Tucked in a corner of the gymnasium was Disney's Party - **a Gamecube exclusive that attempts to capture the magic of Mario Party.** In order to do so EA recruited Hudson Soft, the company that developed Mario Party for Nintendo.

## Disney's Party

Disney provides a rich theme for Hudson to mine, however Disney's Party skews a bit to the young side. Whereas the mini-games featured in the Mario Party series were appealing to gamers of all ages, older gamers are likely to find themselves a bit put off by the simplistic goals presented here.

One of the game's targets is the collection of Disney Character Cards. Serving as virtual trading cards, each of the 234 character cards has profile information on a Disney character. A nice reward if you're a hardcore Disney fan. They must exist, somewhere…

With 30 different mini-games, there's plenty here to keep the young winkles busy, just don't plan on making it a family affair. **Disney's Party may have a similar feature set, but it lacks the broad appeal of the Mario Party franchise.**

As the day began to wind to a close, we had to pick our remaining games carefully. After all, games are meant to be savoured like a fine wine, not rushed through simply to say they've been beaten. We wandered outside for a quick break and nearly ran in to a souped-up sports car. What was it doing on the pavement, sorry, *sidewalk* pray tell? Why promoting Need for Speed: Underground of course - more of that over this very page…







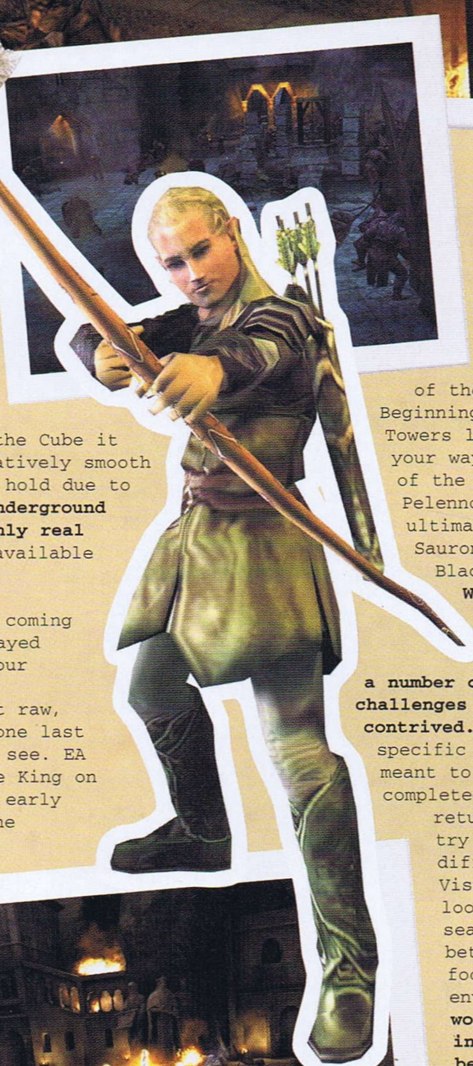


# SUMMER VACATION

"Return of the King: easily superior."







## Need for Speed: Underground

EA's Need for Speed franchise was one considered the pinnacle of racing games, but over the years it has fallen to a number of upstart competitors. With the recent upsurge in popularity of street racing games, EA wanted to give its old series a facelift and so the company is trying to reinvent it for a new generation of gamers.

**Need for Speed: Underground focuses on import cars and customisation.** The game will feature 20 cars from manufacturers such as Mitsubishi, Subaru and Toyota. You'll be able to modify your ride with everything from full body kits to minor cosmetic gear such as neon lights for the underbody.

In order to ensure authenticity, EA hired Craig Lieberman to consult on the game. Lieberman was the creative consultant for the movie The Fast and the Furious and personally owned two of the cars featured in the film.

On the other platforms, Need for Speed: Underground faces some stiff competition, but on the Cube it should have some relatively smooth sailing. With SRS on hold due to the demise of 3DO, **Underground promises to be the only real street racing title** available for Cube owners.

Finally, the day was coming to an end. We had played game after game and our trigger fingers were starting to get a bit raw, but there was still one last title we just HAD to see. EA had The Return of the King on demo — complete with early movie footage from the upcoming film!

## The Return of the King

Like the previous two games in the series, The Return of the King follows the plot of the movie to a T. Beginning where The Two Towers left off, you make your way through the Paths of the Dead, fight in the Pelennor Fields and ultimately confront Sauron himself at the Black Gate.

**With eight playable characters the game is able to present the player a number of specific challenges without feeling contrived.** Each level has a specific character that's meant to be used, but once completed players can return to a level and try their hand with a different character. Visually, the game looks great with seamless transitions between the film footage and game environments. **The world is much more interactive than before, with a heavy focus on combat.** You'll be able to use the environment to attack enemies. Pushing a boulder or firing a catapult are but two examples.

Although key sections of the game were locked away from view (wouldn't want to spoil the movie now would we), what EA had on hand was easily superior to the games already released. This year is a good year to be a Tolkien fan.









# SUMMER VACATION

Sun, sweat and hot new games

**THE SUFFERING**
Jeremy Airey
Midway



"I think that Silent Hill would be the standout (survival horror game) for me, mainly because of the environments and the way that they've portrayed some of the sick and twisted elements within the game. Those elements are closer to the type of elements that we are trying to get across the to the player."

## Thursday, 10th July 2003

Thankfully there were no games to see today, but there was a bit of travelling to be done. We hopped on a plane and jetted out to the city of sin, Las Vegas. After arriving on what was quite possibly the hottest day in history (just over 50 degrees Celsius) we decided to take a nap before heading out to an evening reception with the Midway representatives.

## Friday, 11th July 2003

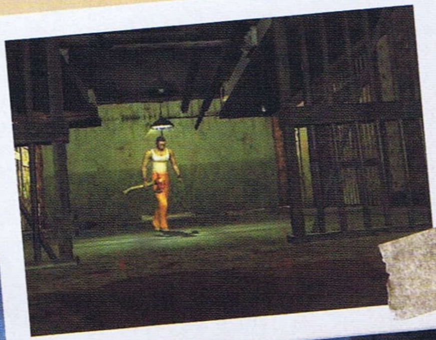
Unlike Nintendo or EA, Midway was more than happy to get an early start on the day, so we groggily complied.

It took a bit of coffee to open our bleary eyes, but what we saw was well worth the effort.

## The Suffering

The Suffering is easily Midway's most promising title for the year. Set in and around a prison, the game is an action oriented survival horror masterpiece that deftly weaves both story and visceral gameplay into one sickening whole.

The game starts when you find yourself being led onto death row.

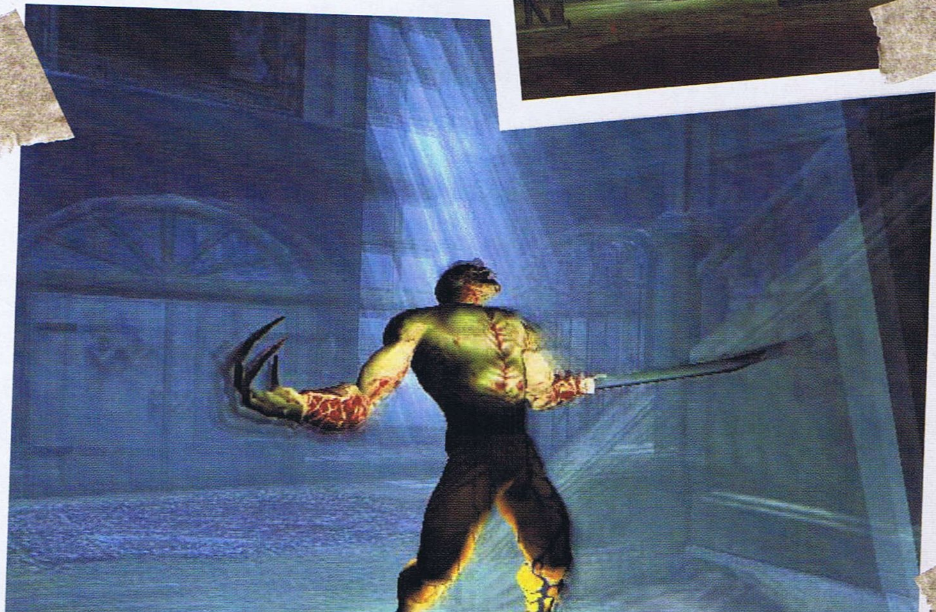


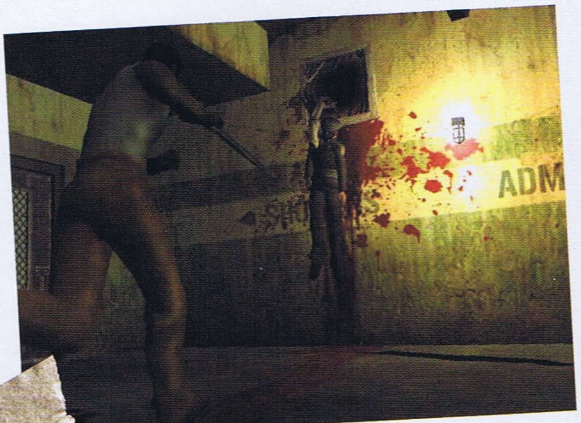
The main character, Torque, has been accused of killing his wife and children, but he has no memory of the event and all the evidence was circumstantial. **As the story unfolds you get to learn the truth, but it all depends on how you play.** Take the noble path and Torque will be innocent. Take the dark path and Torque will be revealed as a guilty man.

In order to survive, Torque's going to have to fight - the prison has been taken over by the demons of those executed in years past. Designed by Stan Winston of Aliens fame, the demonic creations in the Suffering are the stuff of nightmares. Hideously deformed and hellbent on killing, these monsters are just as deadly as they are ugly.

**Assisting you is Torque's alter-ego. As the insanity meter fills up,** Torque gains the ability to unleash his inner demon and use it to combat his foes. You must be careful though, as the insanity meter will slowly decrease when in demonic form. If it drops to zero before you transform back Torque will lose his mind and the game will be over.

The Suffering is definitely on the mature side of things, but all of the content is well suited to the story. **What's here is horrifying**, but it isn't excessive and it makes for a great game.






It was a long week, but NGC's American tour was well worth the effort. We got to meet some great people and play some awesome games. Who could ask for a better holiday?

OUR PROMISE

We've spent years securing the biggest and best contacts inside the world's most important companies. Like fine wine, our news is left to mature, then filtered through chicken guts and fish swim bladders, until what splashes onto the page is a buttery, unoaked Chardonnay, perfect with a delicious roasted sea bass. Erm...



# NGC BRINGING YOU NEWS FIRST NEWSDESK

## IN NEWS THIS MONTH

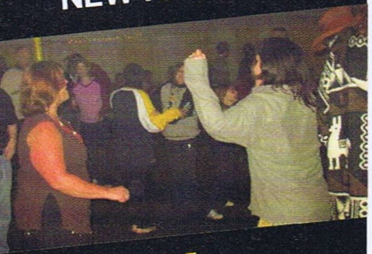
















# THE SECRET 7 EXPOSED

### CAPCOM BREAK THE SILENCE ON THEIR GORGEOUS CEL-SHADED MYSTERY... BY GERAINT EVANS

At long last Capcom have decided to lift the lid on one of its most hotly anticipated titles. *Killer 7* was revealed last year as one of Capcom's big five Gamecube exclusives. It looked remarkable, boasting incredibly stylish cel-shaded visuals, lashings and lashings of blood soaked gun-play but little in the way of concrete details about the game's cast or gameplay mechanics.

Headed up by none other than Shinji Mikami (of *Resident Evil* fame) *Killer 7* will take the form of an outrageously violent action adventure, charting the relationship between good friends, turned bitter rivals – Harman Smith and Kun 'God Hands' Lan. Story-wise, it all takes place some time in the future, where the world's developed nations are crumbling under terrorism and a rising tide of violence. Individuals, inflicted with 'crazed and distorted' expressions are appearing all over the globe. Those under the grip of 'Heaven's Smile' become indiscriminately violent turning against anyone in close proximity to them, and are even beginning to overpower cities and overthrow governments. Serious stuff, no?

> "YOU CONTROL A 65-YEAR-OLD ASSASSIN WHO ALTERNATES BETWEEN 7 PERSONALITIES"

When these 'crazed soldiers', as Capcom call them, kill Harman Smith's sweetheart, he takes things

STOP PRESS

**SEGA SHAKE-UP**
As Sega continues to shuffle staff around its many internal development divisions, two big names have left the teams that made them famous. Sonic Team's Yuji Naka and Amusement Vision's Toshihito Nagoshi (yes, Mr F-Zero himself) have been appointed joint heads of the AM2 team. Watch those quality titles flow…



# IKARUGA COMP RESULTS

**Only the top three win the prizes naturally, but the standard of entries was so high we thought we'd show our respect to the top ten, whose scores are as follows:**

**Rob Page, Suffolk**
**SCORE: 4,209,840**
**CHAIN: 134**

**Ed Anderson, W. Sussex**
**SCORE: 4,190,600**
**CHAIN: 132**

**John Potter, Colchester**
**SCORE: 4,104,400**
**CHAIN: 133**

**David Taylor, Tyne and Wear**
**SCORE: 3,928,910**
**CHAIN: 125**

**Steve Brooks, Leicestershire**
**SCORE: 3,649,000**
**CHAIN: 115**

**Sam Greenhow, Devon**
**SCORE: 3,589,120**
**CHAIN: 117**

**Chris Lowe, Tyne and Wear**
**SCORE: 3,552,360**
**CHAIN: 111**

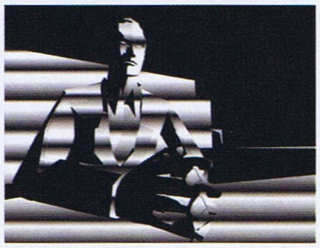
**Hugo Herbert, Derbyshire**
**SCORE: 3,529,100**
**CHAIN: 112**

**George Ransley, Southampton**
**SCORE: 3,338,750**
**CHAIN: 106**

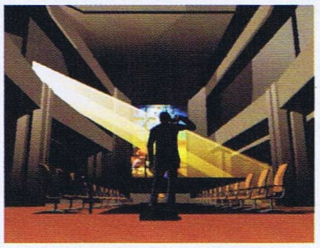
**Aaron Fielder, Glastonbury**
**SCORE: 3,214,840**
**CHAIN: 100**



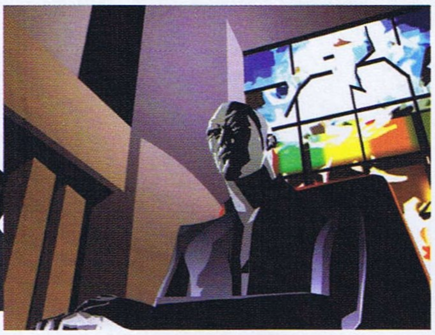
**△ Still nothing in the way of on-screen furniture, like health or ammo gauges and whatnot, and so picking out cut-scene from in-game stills is tricky.**



**△ The noir look is almost enchanting with its seedy atmosphere.**



**△ The lighting and structures create an ambience unlike anything else.**



**△ The news of the different character abilities has piqued our interest in just how things will play out.**




**△ No doubt this is is the work of those crazy Heaven's Smile folk. Best blow 'em all to hell then.**



**△ The moment he saw those blood splattered corridors in the early images, Geraint fainted.**

rather personally and sets out to take out the individual responsible for all the madness – Kun Lan.

## MIND GAMES

Players will control the 65-year-old assassin, Harman, who has the ability to alternate between seven very different personalities.

Of the seven characters, the following are the most interesting – mainly because their abilities suggest interesting ways in which *Killer 7*s gameplay may be enhanced by this schizophrenic motif.

The first is Galusian, a clairvoyant who detects traps and enemies' weak spots. Next up is Dan who can use the power of his mind to alter the path of bullets (presumably so he doesn't get shot himself). Coyote has the ability to physically move through objects while Con, the child of the group, has exceptionally good hearing, pinpointing enemies by listening out for their pulse. He can also deliver false feelings of compassion to his target making them more vulnerable.

Lastly, MASK can make himself invincible using fire and Kaede, the woman of the group, can summon showers of deadly blood.

There are rumours that the game will take place over five different storylines and two time periods, whereby actions in the past affect the outcome in the future.

The truth of this remains to be seen, but so far the *factual* information we've received (i.e. the plot and character details) are intriguing enough – and suggest some interesting gameplay possibilities. No doubt we'll hear more about this as 2004 approaches.



## SHORT CUTS



### GBA SP-ECIAL

Expect to see one of these up on eBay in the near future with a price tag of around £67,985,765 (or something). To commemorate the NES's 20th anniversary, Nintendo has produced just 1000 of these super-sexy GBA SPs, designed to look like the original Famicom controller. If you want to get one yourself then make you way over to: *www.nintendo.co.jp/n10/fc20nen/index.html* Although we don't fancy your chances of figuring it out…



### PSO BETA FUN

Can't bear the thought of losing your *PSO* Hunter's license when *PSO III: C.A.R.D. Revolution* is released? There's no need to worry, because licenses can be transferred between the two games. So your Level 60 Blorkmar, or whatever, will be safe and sound within the new, card-battling PSO universe. The game is currently in beta testing across Japan – hopefully we'll have a hands-on investigation of the beta version very soon.

**PSO GBA**
Like so many games in development at the moment, PSO Episode III: C.A.R.D. Revolution will include GBA connectivity. The precise details haven't been released, but it's sure to involve cards. And possibly battling. Possibly even some way of taking a portion of the game with you on the bus.

**BE THE BOSS**
Football fans rejoice – Premier Manager 03/04 will be released on GBA in November, incorporating all the major European leagues. And Scottish footie.

**DISAGREE WITH MOST WANTED?** Then email us at ngc@futurenet.co.uk or write to us at **NGC**, 30 Monmouth Street, Bath, BA1 2BW and tell us the three games you're most looking forward to. Every month, we'll tally up the scores on the doors and change the list accordingly.

# MOST WANTED!

**The 25 games our readers are looking forward to more than anything else...**



## 1 MARIO KART

With *Kirby Air Ride* looking set to steal a bit of Mazza's thunder in the near future, everybody's attention might be diverted away from this eagerly awaited sequel for the next couple of months. Giving Nintendo a chance to tweak and refine it without having people like us watching and criticising their every move. I tells ya, this is how they had it planned.

UK NOV | US 2003 | JAPAN 2003



## 2 F-ZERO GX

UK NOV | US AUGUST | JAPAN NOW

Whoah! *F-Zero* was always famous for its speed, but this is ridiculous. Honestly, there has never been a faster game than this. When you kick in the turbo boost, it's more frightening than going for your first Burnout, against the flow of traffic. Lethal!



## 3 VIEWTIFUL JOE

UK NOV | US OCT | JAPAN NOW

After discovering his innate hero-ness, ordinary Joe found he could...

Slow down...

Speed attack...

That was vee-YOO-ti-ful!



## 4 METAL GEAR SOLID

UK DEC | US DEC | JAPAN DEC

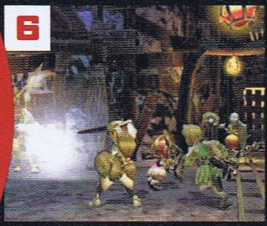
In stark contrast to the PS2 sequel, this one always had one of the most absorbing of videogame plots. What it didn't always have were the flashy graphics from the PS2, but Silicon Knights have sorted that out. Cheers, guys. It's going to be special, we'd guess.



## 5 MARIO GOLF

UK 2004 | US TBA | JAPAN TBA

What they should really do is change the name to *Wario Golf*. Then have Wario kicking Mazza around a series of stately gardens and into an open manhole, whereupon the action switches to the sewers for a spot of one-on-one fisticuffs. With hilarious consequences.



## 6 FINAL FANTASY

UK DEC | US DEC | JAPAN SEPT

Seventy hours of random monster encounters and numbers floating out of creatures' heads? Not for us Gamecube players. This isn't *Final Fantasy* as we know it, and the change from epic RPG to four-player action adventure looks like being a certain winner.



## 7 STARFOX 2

UK TBA | US TBA | JAPAN TBA

Geared towards multiplayer gaming. At east that's what they told us back when they showed off a 30% complete version at E3 in May. Good fun too, although you just wait and see if that missing 70% isn't a full-on single-player adventure. Place your bets.



## 8 ROGUE SQUADRON 3

UK WINTER | US WINTER | JAPAN TBA

Sister-fancying Jedi Knight Luke Skywalker returns, along with his effeminate robotic servant and the rest of the long ago, far away gang. But this time, you get a brand new adventure and the whole of the previous one, reworked into a two-player co-op mode.



## 9 KIRBY AIR RIDE

UK OCT | US SEPT | JAPAN NOW

Available now on Japanese import, and weirder than anyone could have expected it to be. A unique control system, strange rules, and those excellent Kirby characters make this a very unusual racing game. Worth checking out, import fans.



**THIS MONTH**

Have a look at two pages of *Kirby Air Ride* on pages eight and nine. Go on, look at them. Could well be a surprise hit, although we're not 100% convinced. Japan's Famitsu magazine rated it better than *F-Zero*, but then they're not hardcore gamers like what we are.

**10 1080 AVALANCHE** – Both snowy and sporty
UK 2004 | US WINTER | JAPAN WINTER

**11 PIKMIN 2** – More garden-related strategy.
UK TBA | US TBA | JAPAN TBA

**12 BILLY HATCHER** – With the catchiest music ever.
UK XMAS | US XMAS | JAPAN XMAS

**13 XIII** – Cartoon first-person shooter.
UK DEC | US DEC | JAPAN TBA

**14 ANIMAL CROSSING** – Farewell, Tom Nook.
UK WHY??? | US NOW | JAPAN NOW

**15 KILLER 7** – Koroshiya Ichi, anime-style.
UK TBA | US TBA | JAPAN TBA

**16 METROID PRIME 2** – More exploration and beetles.
UK TBA | US TBA | JAPAN TBA

**17 HARVEST MOON** – Animal husbandry sim.
UK OCT | US WINTER | JAPAN SEPT

**18 UNITY** – Digital narcotics, kids.
UK 2004 | US 2004 | JAPAN 2004

**19 DRIVER 3** – Vintage muscle cars ahoy.
UK 2004 | US 2004 | JAPAN TBA

**20 STARCRAFT GHOST** – Third-person stealth action.
UK WINTER | US WINTER | JAPAN TBA

**21 TRUE CRIME LA** – *The Getaway* goes Californian.
UK TBA | US TBA | JAPAN TBA

**22 ZELDA: FOUR SWORDS** – Oh, come on now.
UK TBA | US TBA | JAPAN WINTER

**23 PAC-MAN** – Very nice. Strangely enough.
UK TBA | US TBA | JAPAN TBA

**24 BEYOND GOOD & EVIL** – Alien adventuring.
UK OCTOBER | US OCTOBER | JAPAN TBA

**25 JAMES BOND: E.O.N.** – Third-person Bondage.
UK WINTER | US WINTER | JAPAN TBA

WRITE TO... MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW OR EMAIL NGC@FUTURENET.CO.UK



Δ It's a Super Mario party! Isn't it? Oh, right – it's *Super Mario Advance 4*.

# MARIO'S E-MAN

## Latest GBA outing has hidden, card-based depths

**M**ario Advance 4, the GBA reworking of the classic NES title *Super Mario Bros 3*, was recently released in Japan, and boasts some unusual connectivity features.

It's compatible with the e-Card Reader gizmo (out over here in November), and by scanning various cards, you can give Mazza assorted power-ups.

So if you need a mushroom, a raccoon suit, or even a power star, you just slide the appropriate card through the reader and deliver the papery goodness directly to Mario.

Other features include unlockable levels from the original *Super Mario Bros* and other titles, but played with the super-powered Mario from *Mario Bros 3*.

It's great! And we'll sort you out with an import review next month.

# RPG AHOY

## Another new Gamecube-exclusive RPG from Namco

**F**ollowing hot on the heels of *Tales of Symphonia*, Namco has announced another Gamecube-only RPG for Japan. (Read: Japan-only.)

*Baten Kaitos* is the name, and it's about a world that floats above the clouds, where the winged inhabitants fly from island to island during their daily routine.

The lead character is a girl with only one wing (poor thing), who gets caught up in the usual Good versus Evil conflict, and the turn-based battles thereof.

No word on a release outside Japan, but it's great news for the GC over there – this sort of thing always sells hugely well. Check out these scans from the Japanese print advert, and we'll keep you posted on the game's UK status.





Δ ***Baten Kaitos*. Wild and nuts.**

## LAKITU'S LENS

**SEEN MARIO AND PEACH IN ONE OF YOUR DAD'S 'SPECIAL' VIDEOS? OR ANY NINTENDO CHARACTER ON THE TELLY?**



### PC PLOD

"Allo allo allo **NGC**," writes Robbie 'The Bobbie' Aarosin from his cell in Goole. "This week a GBA was the sub-plot of an episode of The Bill. Three ruffians hijacked a bus. One shot the driver, another drove the bus, and the third sat happily throughout the voyage, playing his GBA. The chase ended with the gang in tears. As the young hoodlum was carted off, he was congratulated on his high score by a smug PC. This is a photo from the episode. GBA not pictured, but quite amusing nonetheless."

Erm, Robbie? As you claim to be a rozzer, we'd expect you to know what 'evidence' means. Did you work on the West Midlands Serious Crime Squad, perchance?

**WRITE TO LAKITU'S LENS, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW**

*Our favourite entry (with photo or video* ***evidence****) will win a random GBA or Gamecube game.*

# Q-BOY PLAYER

**H**ardcore import fans who own the sexy Panasonic Q version of the Gamecube will be pleased to learn there's soon to be a Game Boy Player especially for their fatter, DVD-playing console.

It's out in Japan at the start of October, and will cost the same as the regular GB Player. So that'll be around £60-70 on import.

Unfortunately, it's just black plastic. Why not mirrored chrome, like the rest of the console? Seriously spoils the look, if you ask us. Which numpty designed that, eh?



Δ **Before: The naked Panasonic Q, unable to enjoy GBA gaming.**



Δ **After: The happier, GBA-friendly Q (now with ugly lump of plastic).**

# VIRTUAL REALITY

**NINTENDO GAMING MOMENTS 'COME TRUE'.**

**THIS MONTH** Step into the future, with Mario Kart: Treble Trouble!!!



### THE TEST

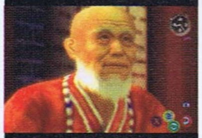
Bowser thinks he's pretty cool, pottering along in his trusty mk.I kart. Smile for the camera, turtle breath. But wait... What's that terrible cacophany approaching from the rear?



### RESULT

Brrreeeeow!!! It's Mario in his incredible Treble Trouble(!!!) kart!!! The more people you squeeze into it, the faster this mutha goes!!! See ya later, alligator!!! Move with the times, grandad!!!

## SHORT CUTS





**SHENMUE FOR GAMECUBE?**

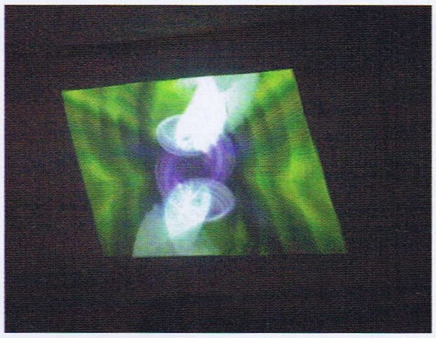
**With sales of Microsoft's Xbox hitting rock bottom in Japan, and high-level redundancies in the company's Japanese division, there's increasing speculation that Sega's *Shenmue 3* will be heading for an alternative platform. Previously set to be an Xbox exclusive, the eagerly awaited game has a big following in Japan. Sega insiders have indicated that the company is considering both PS2 and Gamecube for *Shenmue 3*, and given Sega's close relationship with Nintendo, Gamecube looks the more likely candidate right now.**

**JUSTICE FOR ALL**

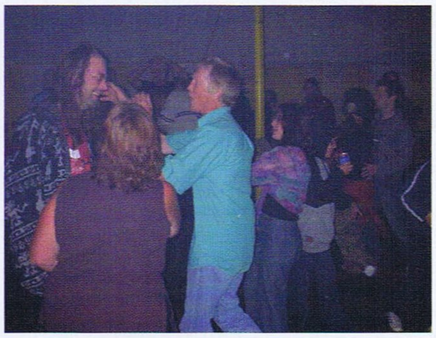
**DC Comics' Justice League of America is on its way to Gamecube next year, courtesy of Midway. Superhero fans will know all about the comic / cartoon series, which started out as Super Friends and included Aquaman – arguably the most useless superhero of all time. He could talk to fishes and breath underwater. That's all. Better stars include Superman and Wonder Woman. Yay!**



**△ Amazing what you can do with a Gamecube, a projector, a tent and four Wavebirds, isn't it?**



**△ Why bother with a telly when you can project this onto the roof of a marquee? Looks lovely, too.**



**△ Jeff Minter casts off his Wavebird and joins the locals for a boogie. They were quite impressed.**

# UNITY RAVES ON

## We take a trip to the back of beyond for another sneaky peek…

As promised last month, the other weekend we took a trip to the land of Geraint's fathers (*all of them? – Ed*) to attend a rave. In a tent. At a village fete. Sounds mad, but we were there for a good cause – to get an first glimpse at *Unity*, Jeff Minter's debut Gamecube title for Lionhead.

It was worth the trip to Alltwalis. Along with a crowd of locals, Llamasoft fans, a smattering of games industry types and, most bizarrely of all, Thrash from The Orb, we were treated to a night of incredible graphics projected straight onto the roof of the marquee.

Swirling textures, mad camera work, dancing ephemeral shapes, fast-moving psychedelic tunnels and insane amounts of video feedback all combined to create a non-stop visual feast, controlled by Jeff and his friends on a quartet of Wavebirds. A lot of people must have ended up with cricked necks from staring at it for hours.

Later on we got a glimpse of some actual gameplay – it's early days yet, but the basic 'shooting stuff in a tunnel' action captures all of the pyrotechnic craziness we'd hoped for, and suggests that *Unity* is shaping up to be something very special. Even the most cynical attendees came away amazed; in the words of one industry type, "I never expected to see the future at a school fete in a tent in Wales but that's what we all saw. Four hours of incredible non-repetitive eye-melting awesomeness. Four hours of not blinking."

There are plans afoot to take the *Unity* show out on the road in the not-too-distant future. We'll let you know when we hear more details.





# MARIO KART ONLINE?!

## Nintendo give up, others strive to achieve. Online Karting, anyone?

Thanks to the recently released *Kirby's Air Ride* in Japan, early importers have begun to get their first taste of Gamecube LAN gaming. For some however, playing in a room with four tellies and four Gamecubes just doesn't cut it.

For some people, the real fun is to be had on the internet – an area that Nintendo has been more than vocal in its refusal to take the online-plunge. Thankfully, due to the technology inherent in LAN gaming, internet play is still a distinct possibility if the tools for the job can be developed – and that's what these guys – http://cubeonline.gamefarmer.com/ are trying to do.

The Warp Pipe Project aims to release middleware that will trick your Gamecube into thinking it's playing over a Local Area Network, when in actual fact it's playing over the internet. It sounds crazy, but there are examples of this working already.

*Halo* on Xbox isn't an online game, instead using its broadband technology for multi-player LAN gaming. With XBConnect however (a similar Tunnelling software to that being developed through the Warp Pipe Project) gamers have been enjoying the delights of *Halo* online.

The software is still in its infancy but rest assured we'll up date you on its progress as it happens. Maybe next issue – just imagine that…



**△ Good old Kirby. Thanks to him, we may see *Mario Kart: DD* Online**



**△ Will Capcom bless *Auto Modellista* with lovely LAN capabilities?**

**POKéMON ROADSHOW** The Ruby & Sapphire roadshow is out there, and is currently touring the provinces (ie anywhere that isn't London) until September 14th, at selected Asda, Tesco and Toys R Us stores. See the official Pokémon Roadshow website at www.liveandunleashed.co.uk for further details. And what details they are too…

**NEW SP COLOURS** From October 24th you'll be able to get your hands on two new GBA SP colours – Arctic Blue and Flame Red. Both are very nice indeed, and will cost the same

# Q HAS NINTENDO LOST THE PLOT OVER GBA CONNECTIVITY?

This year's E3 wasn't Nintendo's best. Amidst the disappointment of a no-show for *Mario 128*, no word on the supposed *Zelda* sequel and the horrendously snail-paced debacle of Nintendo's trump card *Mario Kart: Double Dash!!*, Nintendo still remained optimistic about their 'gameplay-enhancing' innovation – GBA-GC connectivity.

At E3 this manifested itself in a selection of games which looked disturbingly retro. *Tetra's Trackers*, *Pac-Man* and *Four Swords* were Nintendo's own offerings, while only Square's *Final Fantasy* demonstrated the feature being used in a game that looked genuinely 'next-generation'.






△ **Two vastly different examples of GBA connectivity in action. Three guesses which one will most appeal to the general public. CLUE: Not made by the big N.**

## CONNECTING PEOPLE

"I think it's a completely useless idea; a game feature that only a few can use!" exclaims one member of our forum. "The GBA-GC connectivity is an interesting concept – but in my opinion completely pointless. Yet again Nintendo fail to understand what gamers want – a worrying trend that Nintendo has failed to see!" says another.

Point of view worth considering. Granted the concept of of a link-up is intriguing, but as yet, there has been little in the way of sterling execution to make it an essential part of gaming. To date *Zelda* and *Rayman* have been the only games to explore the concept in any particularly interesting way – and even then the feature can be regarded as little more than a 'bit of fun' or a quirky curiosity.

This year's E3 gave Nintendo the chance to really pull something out of the bag. To deliver GBA connectivity that would really wow the masses, but this wasn't the case. Can you honestly see Joe Public going crazy for games that look as though they were plucked from the early '90s? (and even '80s in the case of *Pac-Man*) We don't think so.

## OUT OF TOUCH

You can see where Nintendo are coming from though. The handheld market has been phenomenally successful for them over the last 20 years and a means of tying in this success with the home console marked is admirable – and the saddest thing of all is that games like *Pac-Man* and *Trackers* are actually brilliant, *brilliant* fun to play, and extremely refreshing for all their quirkiness. The games are simple enough for anyone to grasp, and the four player aspect make them ideal for *families* to play together – but for all their accessibility, heartwarming loveliness and innovative touches, Nintendo seem to be oblivious to one key element in all this. There aren't enough Gamecubes in homes. There aren't enough GBAs in people's hands and there certainly aren't enough people convinced that buying a link up (let alone even more GBAs) for people to be drawn to the idea. No matter how entertaining it is.

> **"THE SADDEST THING OF ALL IS THAT GAMES LIKE PAC-MAN ARE BRILLIANT FUN TO PLAY"**

It pains us to say it, but maybe – just *maybe* – Nintendo should focus less on the whole connectivity thing, and more on upping the speed of a certain racer…

as the current models. Let's hope they release the two-tone Boktai GBA here as well | GBA SP 2 | As you'd expect, with the Sony handheld looming in the distance, Nintendo's research bods are hard at work on a new, all-powerful Game Boy. It's confirmed that the machine will have a higher screen resolution and display many more colours than current models.

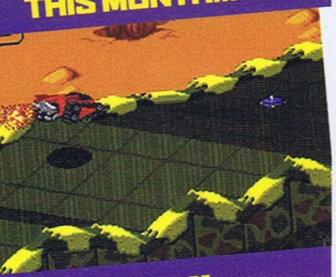

FIFA

## OUR PROMISE

Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we can give you a proper verdict – and one that saves you from wasting money.

# NGC THE VERDICT YOU DESERVE! REVIEWS

### ALSO IN REVIEWS THIS MONTH...



**ROCK 'N' ROLL RACING**
TWANG P51



**THE LOST VIKINGS**
WE'VE FOUND THEM. PHEW. P51

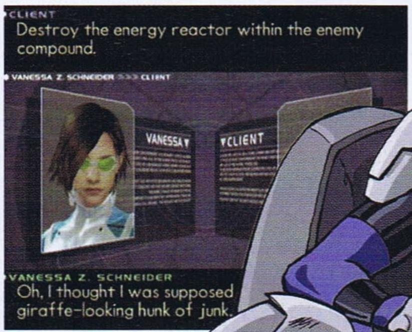
**PLUS... GEAR** P72

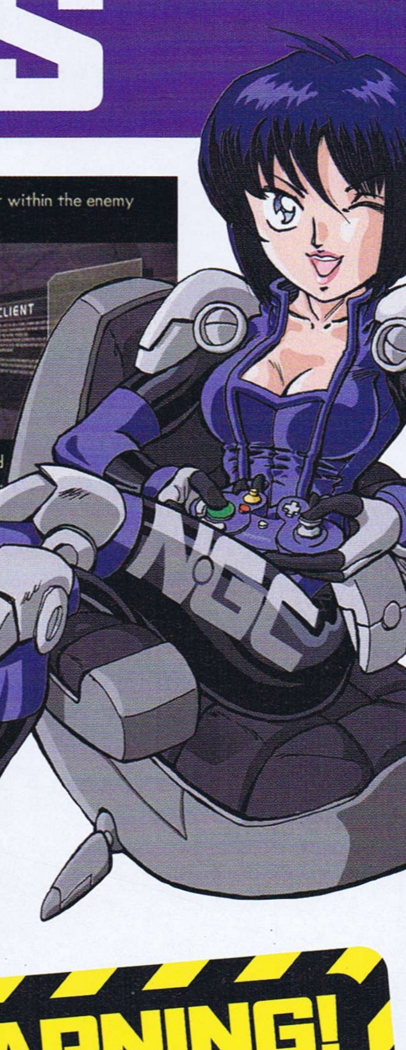


### WHAT IS PAL?

PAL is the UK's broadcasting standard. When you buy a Cube here it will be PAL. When you buy a Cube in the US or Japan it'll be NTSC – a different broadcasting standard, and the reason the two don't mix. Import games are NTSC games.




# P.N.03

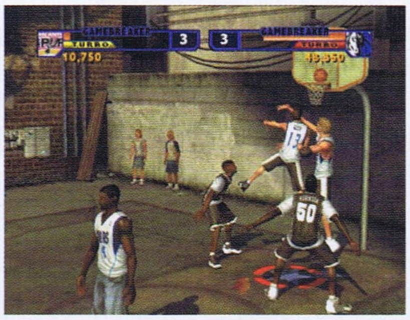
She dances, she shoots, she scores… well, if you were that keen to get our verdict on Capcom's stylish shooter, you'll already have turned to page 46, rendering these words obsolete. **P42**

**WARNING! SPOILERS AHOY! OUR REVIEWS CONTAIN SENSITIVE INFO!**




## VIEWTIFUL JOE

The review that 84% of **NGC** readers demanded. Happy now? **P52**



## NBA STREET

*Volume 2's* here! Well, it's been here a few months, *really*… **P48**




## MEGA MAN

The game some are calling *Network Transmission*, we generally refer to as *A Decent GBA Game Masquerading As An Average GC Game.* **P62**

# HOW IT WORKS...

Our reviews are the most comprehensive on Earth. We devote more pages to the games you want to know about, and give you loads of detail. We don't rest until we've played a game enough to pinpoint ALL of its strengths and weaknesses, and be able to deliver the most honest, no-nonsense verdicts around.




## ADVANCE WARS 2

Small and near-perfectly formed, the sequel to the most addictive GBA game hooks us all over again. We love it. We *hate* it. P60



## GIFTPIA

The most obscure, impenetrable Japanese release you say? Kittsy – one for you... P58

# OUR SCORING SYSTEM

## 0-24

■ Crushingly awful, massively dull. Rest assured, this is crud.

## 25-49

■ Disappointing, stashed with faults and likely to be short on any quality.

## 50-74

■ Some great bits, some not-so-great bits. Decent but definitely problems.

## 75-89

■ Great fun, brilliantly programmed at times, but probably flawed.

## 90+

NGC STAR GAME

■ Rarely awarded, you'll know a 90+ is essential. Buy with confidence...

# THE SCORE BAR

■ The verdict explained for you...

### PROS AND CONS

*Because we think it's important to provide you with balanced reviews, we'll sum up the game simply with some plus and minus points.*

### IF YOU LIKE THIS...

*Not all games are good (unsurprisingly) – so you'll be wanting to know what the alternative is. We'll provide suggestions here.*

### VISUALS AND SOUNDS

*Gamecube sends PS2 packing. Do the visuals and sounds show this?*

### MASTERY

*How well does the game make use of the Cube's startling hardware?*

### LIFESPAN

*Will it last you a lifetime or a couple of minutes? Here you'll find out for sure...*

### VERDICT

*We don't throw scores around – we give a game what it deserves. Here you will find the definitive verdict as to whether you should bother purchasing a game.*

**+**

■ So, he's gone...
■ Less shouting, eh?
■ Higher hair quotient, mind.

**–**

■ Fewer people to make the tea.
■ Fewer people to make fun of.

**IF YOU LIKE THIS...**

**What Is Going On?**
**Pigmansoft**
**NGC/2020, 0.8%**
Animal Farm comes to life. The stench of offal and excrement fills the air. Mmm.



**8 VISUALS**

No more glare from highly-buffed skulls = fewer headaches.

**3 SOUNDS**

It's oh so quiet. The guffaw's gone from this place.

**1 MASTERY**

Oh dear. Not really making use of things, now are they?

**9 LIFESPAN**

He'll never *really* escape. You wait – he'll be back next issue...

**VERDICT**

Don't Leave Us This Way *is a shocker. It's come from nowhere to simply upset everyone with its misery.*

**NGC 45**

# MEET THE NGC TEAM

In one last nod to the Jes' missing barnet, some follicle Bickmation...



**JES**
*In a treat for all concerned, we've granted Jes his final wish – computer generated hair. S(l)ick.*



**MARCUS**
*New Boy's genuinely old, having written for Nintendo mags, y'know, years ago. When it was all mud.*



**PAUL**
*Barely recognisable without his mane, Edwards feels a little lonely without Jud. Write to him, eh?*



**BRYANY**
*It's been ages since a female girl decided the office smelled fresh enough to be in. But Dan's gone now.*



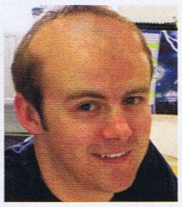
**MARTIN**
*Not content with just buying a simple house this month, Kittsy's bought a biscuit, some foxes and a shed.*



**EFRAIN**
*Effy spent the month assisting Paul with the design of delightful pages, swearing and charming tramps.*



**GERAINT**
*Despite his soft bones and fatty muscles, our friend from Wales could 'take' Martin and 'win' Paul.*



**PAUL**
*Not content with just the one Mexican aide, Paul demanded extra art help, in the shape of more Pauls. Greedy.*

"Capcom's latest foray chucks you in at the deep end"



△ Dodge this boss' pyrotechnics with a cheeky somersault.



△ The flying bots give you a typically retro warning about when they're going to shoot.



△ The infrequent open-air sections are pretty murky compared to the rest of the game.



△ Even when unleashing hell on drone-bots, Vanessa vogues it up for the cameras!

**INFO BURST**

| | |
|---|---|
| PUBLISHER | Capcom |
| DEVELOPER | Capcom |
| RELEASE DATE | 29 Aug 03 |
| PLAYERS | 1 |
| MEMORY CARD PAGES | 1 |
| GBA LINK-UP | NO |
| SURROUND SOUND | YES |
| WIDESCREEN | NO |
| COST | £40 |




# P.N.03



**Three years of modern dance,** seven years of tap – and four hours of killing evil robots? It could only be one game.

## GET INTO THE GAME

Strike a pose, there's nothing to it…

### EVERYBODY DANCE NOW

*Don't get struck with bravado on the difficulty select. Easy mode is reasonably tough, Normal mode is brutal and Hard mode is practically impossible. Once you've completed the game on one setting, you can always use your finished save data to keep your existing costumes and weapons, as you ramp things up a notch.*

### TRIAL BY FIRE

*After the first level, you can jump into Trial mode. It's not as risky as the main game, so is the ideal place to hone moves and earn points. Aim to buy the Prima Blazer by the start of level two.*



Confused? Well there is every reason to be. The title stands for Product Number 3, but that's all the game gives you by way of explanation. Capcom's latest foray into the stylish-action genre doesn't bother with cut-scenes, or long-winded explanations of what's going on – it throws you in at the deep end.

There's no explanation of why you're on a planet full of hostile robots, all you know is that you're working at the behest of a mysterious, faceless 'client.' And there's certainly no given reason as to why Vanessa Z. Schneider, the game's heroine, constantly taps her foot



### SUIT UP

***Each costume comes in three levels – Prima, Intera and Ultra. If you're going to get anywhere, you can't afford to fritter away precious points on kit you aren't going to use, so choose what you're going to get and stick with it.***




△ Most explosions won't even ruffle your, umm, feathers, thankfully. But annoyingly some bots take it upon themselves to deliberately self-destruct if you stand too close to them. Best not to, then.




△ Triggering an Energy Drive is the best strategy if you can't dodge a boss' attack in time.




△ The final boss is a nightmare. And as you'll only have about three continues left, get ready to weep.




△ This bird/tank bot only appears once, even though it isn't technically a boss.




△ Don't be fooled by the really obvious bot attacks, as these are the ones that will kill you instantly.




△ To avoid thumb fatigue invest in the automatic ability for your Aegis suit.




△ The tank is a more tactical battle – dodge attacks using holes in the ground.




△ The Tengu attack leaves you almost invincible, but drains a lot of energy.

and has to do arabesques to pull off special moves.

We've got no idea what Product Numbers one and two were, but if *P.N.03* is anything to go by, they almost certainly involved line-dancing cyborgs.

## "PRODUCT NUMBERS ONE AND TWO ALMOST CERTAINLY HAD LINE-DANCING CYBORGS IN THEM"

The main reason for all this confusion, though, is that the control system feels so incredibly awkward – at least to start with. Vanessa can't move and shoot at the same time, so for most of the first level you'll stutter along not doing either properly. The secret is to hammer the shoot button like mad then leap out of the way of incoming fire at the last possible second. Initially it's awkward, and you're also hampered by Vanessa's reluctance to do the double-sidestep with any kind of reliability, until you buy some power-ups. Eventually, though, it turns out to be a clever system. Rather than dashing about shooting at everything, you've got to pick your shots and perfect your timing.

Rapid fire is advisable, because after killing an alien you've got a few seconds to finish off another one for combo points. If you want to up the stakes even higher, there's the temptation of a chunky bonus for any room you clear without taking damage – so it's a constant struggle to balance risk against mega-chain-kill reward.

Unlike other Capcom games, you don't get points for offing enemies with style, but watching Vanessa dance past

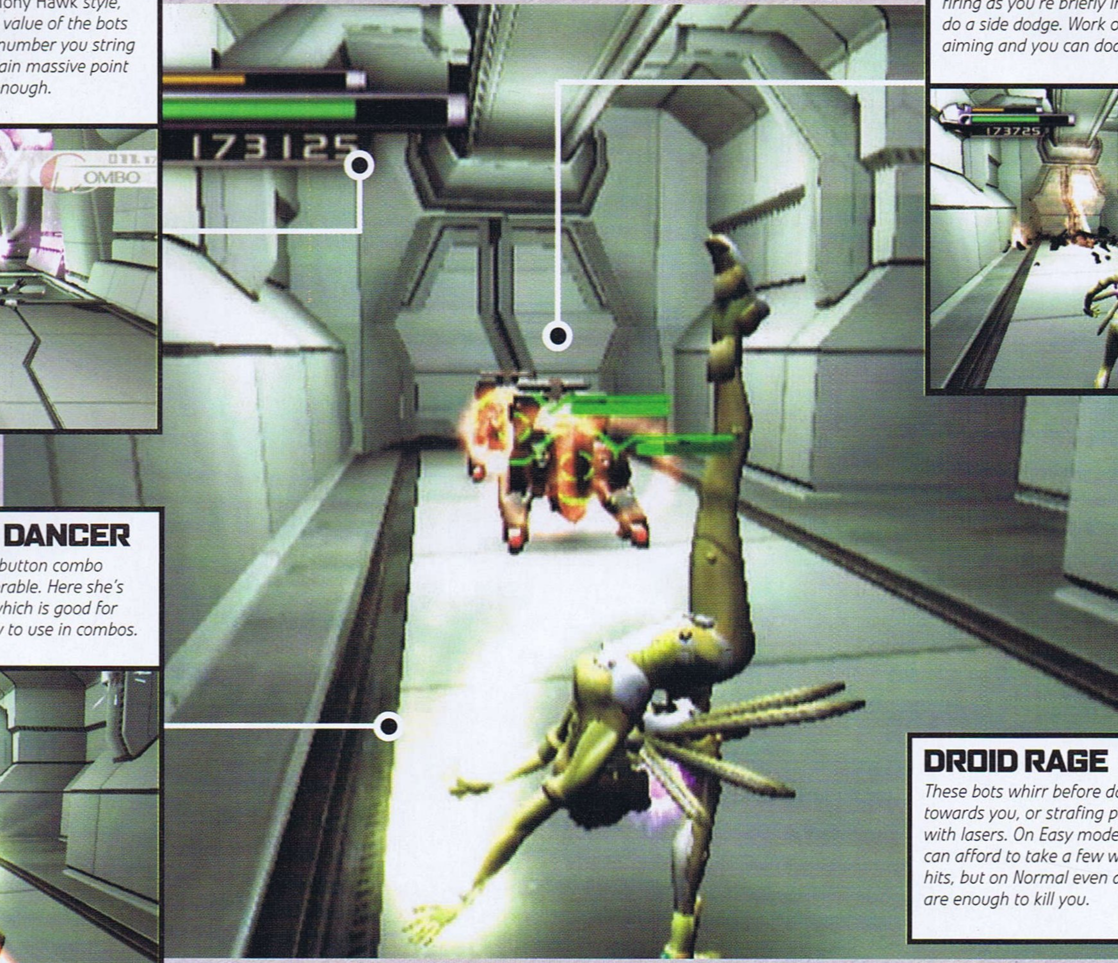


### WHO'S THAT GIRL?

***In between bouts of blasting, Vanessa exchanges cheeky banter with her female client. Who is she? You have to wait until the final twist to find out, although P.N.03 doesn't really bother with cut-scenes.***

**DID YOU KNOW?** The creators of *P.N.03* decided to use a 'white' theme and minimal backgrounds in order to create a world of 'feminine, delicate lines'. And that's a fact.

"Watching Vanessa dance past lasers should be enough of a reward"




### FASTER PUSSYCAT, KILL

*After killing an enemy, you sometimes get a few seconds to kill another. In true Tony Hawk style, you're rewarded with the point value of the bots you've killed, multiplied by the number you string together – so it's possible to chain massive point totals together if you're quick enough.*



### CLEAR OUT

*If Vanessa takes a hit, it's tempting to carry on firing as you're briefly invincible, but it's better to do a side dodge. Work out where the bots are aiming and you can dodge the hail of lasers.*



### THE GREATEST DANCER

*Firing up a Street Fighter-style button combo renders Vanessa briefly invulnerable. Here she's about to unleash the Harrier, which is good for clearing rooms but far too slow to use in combos.*

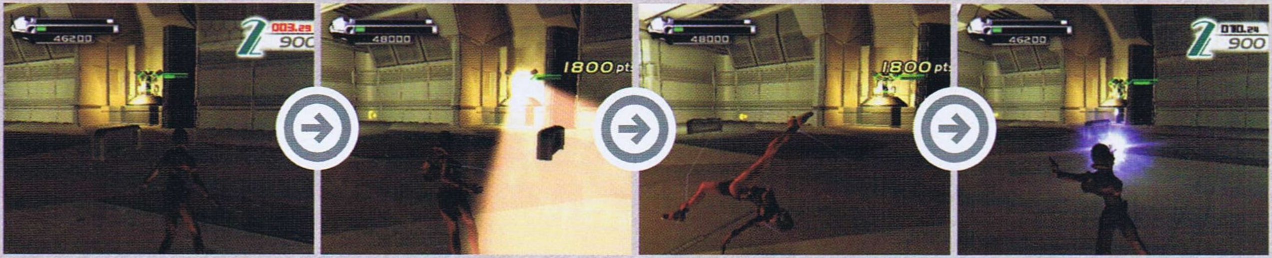


### DROID RAGE

*These bots whirr before dashing towards you, or strafing past you with lasers. On Easy mode you can afford to take a few weak hits, but on Normal even a couple are enough to kill you.*

### DANCING QUEEN

**Vanessa does impressive somersaults, but her side jumps are nothing to write home about. It's better to use the L and R buttons for a pirouette-cartwheel strafe combination to escape danger. Every move is beautifully done – turn, step, somersault… jazz hands!**




lasers should be enough of a reward for anyone.

Besides, all these points go on upgrades, continues and new spandex pants, so unless you start pulling off some ten-string combos in the early stages, you're going to have a tough time later on.

Suits come in three basic varieties, with three strengths of each. But the one that you pick isn't going to influence your gameplay that much, even if you've got the defensive Guardian suit, you still aren't going to be deliberately getting yourself shot.

Your best bet is to pick one you like and stick with it, ramping up its attributes with your spare cash. If you pick the Blazer – supposed to be the costume of choice for offensive players – you're risking serious thumb-callousing, because it doesn't even have an automatic fire upgrade. The main differences between the suits are the Energy Drives you can unleash with them, as Vanessa has only got a limited amount of dancing-juice that she can use to unleash disco death on her foes.



### DRONE RANGERS

***In later missions, you'll have to start using the Z button to lock on to smaller targets. At this stage, homing bots will mark you out as a target for missiles, and shield-bots render larger targets invulnerable. Like the other controls it's fiddly at first, but quickly becomes second nature.***

### GOT THE MOVES

With the exception of moves like the Griffin, which causes a little light show and never hits anything, the Drives are all pretty similar. And each makes Vanessa briefly invincible, and able to waste nearly everything on screen.

There isn't much reason to make the moves situation specific. More advanced attacks cause more damage, but they also drain more energy, so there's little point in using them.

Instead, a good tactic is to choose a nice, quick homing-missile attack (handy for combos, see?) and sticking to it – possibly treating yourself to a huge laser blast for the bosses.

The enemies are a bit of a mixed bag. They aren't exactly menacing, and they aren't even that interesting to gawp at. They look like something you might come up with if you had too much spare time and a large bucket of Lego Technic to hand.

What's more, there aren't that many varieties of enemies – about a dozen by our count, and that's including big gun emplacements and tiny drone bots. But, what they *are* good at is keeping you on your toes. Most have two attacks, a basic laser blast and a meatier attack that they'll charge up if you give them half a chance.

Every attack demands a different approach. So, while simply stepping backwards will keep you safe from flying laser grid-bots, somersaulting

# P.N.03

Toe-tapping achingly stylish shooter




Δ You can use the giant test tubes as cover, but they don't last long under enemy fire.



Δ This close, robots can't turn to face you, but you've got no time to dodge.



Δ Stealth is needed for dodging searchlights or facing teleporting robots.




Δ The jumping side-spin isn't much good for getting height, but it does make Vanessa a small target.




Δ Of course you could deliberately aim at the tiny shield-bot here, or you could just wreck it with an energy drive. It's not a hard choice, is it?




Δ Vanessa doesn't need to stretch and click her fingers after every move. But she looks cool.




Δ A full-energy power-up almost guarantees that the next room's going to be murder.

forwards is the only way to avoid the tank-droids' homing missiles.

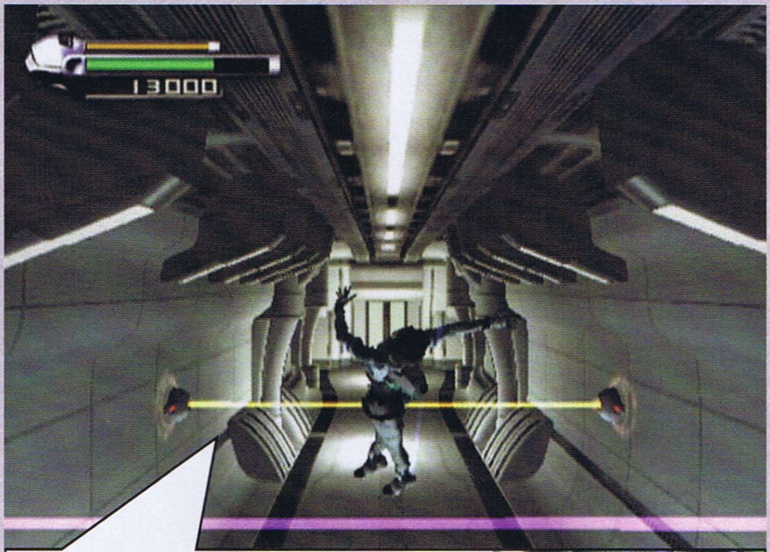
On the tougher difficulty levels quite a few of the slower secondary attacks kill in a single hit, which forces you to use the sparse scenery as cover. And, because Vanessa can't just leap around haphazardly, you'll become an expert at recognising the tell-tale whine of a special attack charging up, then pirouetting away from danger as late as possible.

In the thick of combat, the only way to dodge the barrage is to learn how to flick out Energy Drives in a split second.

As regards the bosses, they embrace the retro-shooter tradition of having several weakspots and three or four attack patterns. They're impressive to look at, but not massively challenging to beat. Either you learn to blast out an energy drive when they're vulnerable, or they kill you. Either way, it's usually over pretty quickly. Factor in that you have to fight most of them twice (there are only six bosses spread over 11 levels), and you're going to feel a little bit short-changed.

Furthermore, the rooms that make up the complex look

> "WITH ONLY SIX BOSSES SPREAD OVER 11 LEVELS YOU'RE GOING TO FEEL A LITTLE SHORTCHANGED"




## UNDER THE WIRE

*Laser tripwire grid? Slinky catsuit? It's all a bit Entrapment, isn't it? Some of the most agility-testing parts of the game are made up of corridors full of this type of thing. The lasers switch on and off in sequence, follow swooping s-shaped patterns and even follow you, as you cartwheel your way through a genuinely satisfying experience. Shame there isn't a bit more of it.*



**DID YOU KNOW?** In greek mythology the 'aegis' was the shield or breastplate of Athena. And Athena's shield had a picture of Medusa on it. Confusing.

"It's more of a pure test of skill than any shooter, except *Ikaruga*"

## DRIVING MISS CRAZY

Know your Energy Drives and half the battle's won.



**GRIFFIN**

*Your basic area effect blast. But, if you're this close, you're probably already dead. Not a wise decision, especially since it comes with the defensive suit.*



**SWAN**

*The best of the early attacks, a multiple-direction blast that homes in on opponents. Handy for most situations, as long as you aren't stuck behind a wall.*



**FALCON**

*The Prima Blazer's second attack is a twirling spray of death that damages everything in the room. But you have to be surrounded to use it properly.*



**PEGASUS PRO**

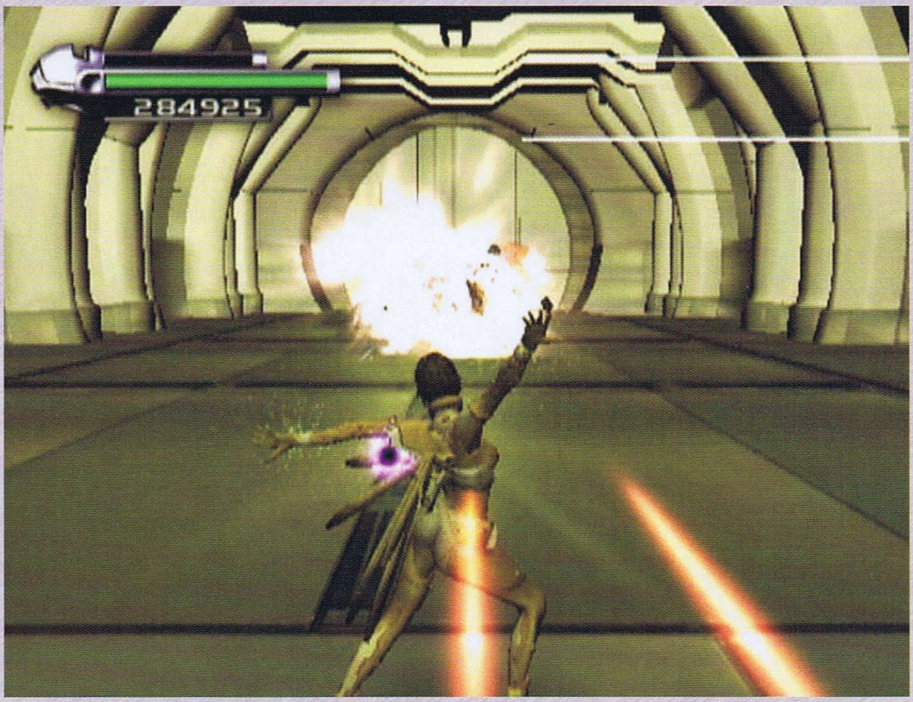
*The ultimate attack. These two beams of white-hot laser destroy everything, and send bosses whimpering back to their robo-mums. Drains a lot of energy, mind.*



**△ The robots never learn to fear your disco abilities – so much for artificial intelligence, eh?**



**△ Heel, toe, heel, toe, massive laser blast, click fingers. Ooh, the artful choreography.**



**△ We love the jazzhands, we do, but the game remains obstinately silent over the question of why dear Vanessa has to do crazy dance moves to make her suit fire. An explanation required, please.**

eerily similar – probably due to the fact that only a small team worked on the game. In some sections, you'll actually come across rooms that are exactly the same as each other, which just seems plain lazy.

There's a brief attempt to spice things up with some laser trip-wire sections that work amazingly well, but they're so easy compared to the rest of the game that you can't help but wish they were longer.

However, the levels mesh together surprisingly well in Trial mode. This is the bonus level-shuffler that you'll have to spend some serious time in if you want to make any progress in the higher levels. In theory, this section is a bit of a cheat, since you can just thump through it as many times as you need, and pump up your suit's capabilities. In practice, however, it's absolutely vital since the game quickly gets super-tough even on Normal difficulty. The real joy comes from playing it through again and again, trying to maximise those combos and slipping enemy fire ever more precariously.

Rewards like the Blackbird suit – powerful enough to disintegrate most bots with one nonchalant blast, but also vulnerable to a single shot from the opposition – emphasise the retro-hardcore appeal of long term play.

Confused? Don't be. It might not have the lavish graphics of the *Resi* series, and it definitely hasn't got the atmosphere, but it *has* got bags of the sort of style you'd expect of a Shinji Mikami game. Once you get used to the fiddly controls and bleak graphics, it's actually more of a pure test of skill than any shooter, except *Ikaruga*.

At four hours long it's a perfect weekend rental. But for a longer commitment, you'll have to really like shooting at robots. Dare we say that the final plot twist isn't even going to impress you first time round, though.

**JOEL SNAPE**

### "REWARDS LIKE THE POWERFUL BLACKBIRD SUIT EMPHASISE THE RETRO-HARDCORE APPEAL OF LONG TERM GAMEPLAY"



### TRIAL AND ERROR

***You don't lose continues for dying in Trial mode, so if you've got the patience it's worth simply caning through it a few times, racking up the credits and buying the poshest suit possible. Having said that, you don't get as much health or energy during the trials, so they're tougher than the main game.***

**+**

- Achingly stylish.
- Rewardingly skill-based.
- Replay incentives.

**–**

- Hugely repetitive.
- Disappointingly dull looking.
- Lazy boss design.

**IF YOU LIKE THIS...**

**Ikaruga**
**Atari**
**NGC/80 85%**
**Weird name, cool gimmick. Potential for loads of high-score competition.**



**7 VISUALS**
Clinical, crisp and well animated. Let down by repetition.

**6 SOUNDS**
Constant techno. Big fish, little fish, shoot some robots.

**7 MASTERY**
Nice fireworks, but no awe-inspiring bosses or enemies.

**8 LIFESPAN**
Only eleven levels, but plenty of opportunities for showoff virtuosity.

**VERDICT**

**A super-stylish, dance-a-minute, well animated shooter. But the repetitiveness, uninspiring bosses and dull design don't do it any favours.**

NGC INDEPENDENT NINTENDO GAMING

**77**


Exquisite Execution
"Stylish and addictive. A cracking shooter." Cube Magazine
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Product Number
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"It's all about playing with panache"



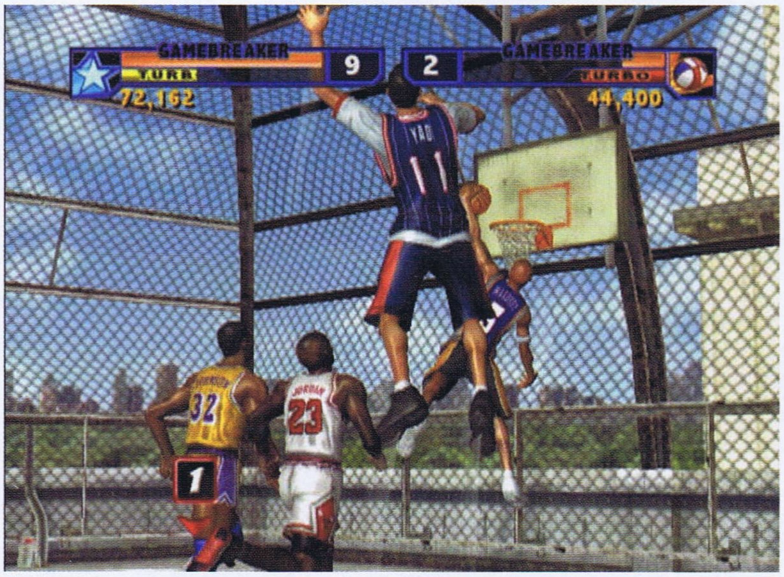

△ Teams can be mixed gender, if you want.



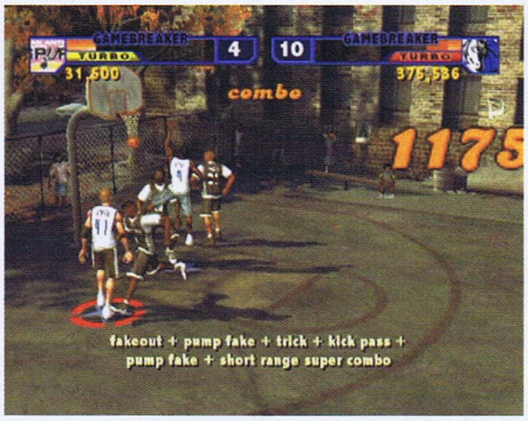
△ That's Michael Jordan. He's in there too.



△ The action was obviously too intense for the bloke in the foreground, who's turned away to compose himself.




△ Some of the one-two alley-oop moves are fantastic to watch, for players on either side.




△ The more tricks you do, the better you score.

**+**

- Fast and furious.
- Fantastic dunks.
- Ridiculous amount of unlockable stuff.

**–**

- No three-point showdown mode.
- Replays aren't all that impressive.

**IF YOU LIKE THIS...**

**NBA Courtside 2002**
**Nintendo**
**NGC/68 79%**
**Smart sequel with a unique dual-analogue control method. Interesting.**



**8 VISUALS**

Smart character design, busy urban court scenes.

**8 SOUNDS**

Excellent hip-hop soundtrack and good commentary.

**7 MASTERY**

Loading times can be a bit long, but the controls are easy.

**9 LIFESPAN**

It's huge. Great for tournaments, with loads of solo goodies.

**VERDICT**

**A cracking basketball game that almost negates the need for realistic sports sims. Why play serious when this is twice as much fun?**

NGC INDEPENDENT NINTENDO GAMING

**88**

**INFO BURST**

| | |
|---|---|
| PUBLISHER | EA |
| DEVELOPER | EA |
| RELEASE DATE | A WHILE AGO |
| PLAYERS | 1-4 |
| MEMORY CARD PAGES | 17 |
| GBA LINK-UP | NO |
| SURROUND SOUND | NO |
| WIDESCREEN | NO |
| COST | £40 |




# NBA STREET VOL 2

## **Seen it all before?** Not unless you bought this one when it was out, two months ago...

Apologies for the World's Latest Review – we'd like to say it was because we were too darned busy with this belter of a b-ball game, but the truth is, we just clean forgot. Sorry. It won't happen again.

Anyway, what can you possibly do with basketball that hasn't been covered by the hundreds of NBA games already available? Generally speaking, absolutely nothing. Unless you're the producers of EAs' *NBA Street*.

This little beauty fuses three-on-three arcade-style basketball with the stunt-combo system from *SSX Tricky*, thereby creating a beautifully fluid sports game that ought to be appealing to any console fan.

It's all about playing with panache. The more special moves you can squeeze into the build-up to a hoop, the more trick points you then accumulate. These can be used for special gamebreaker shots, which deduct points from the opposition.

And the special moves are superb. By playing through the one-player mode, you'll be able to buy increasingly spectacular tricks, and after a short time you'll be disappointed if you don't get at least ten of them into every attack.

It's still basketball, of course, but it's just an incredibly slick, playable take on the sport.

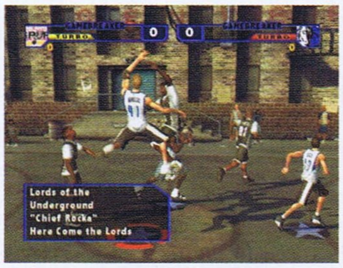
The presentation matches the quality of the gameplay, featuring a range of hip-hop tunes available in standard radio versions, or interactive remixes that react to the on-court action.

Background sounds such as mobile phones and car alarms add atmosphere, and after a while the commentator will give your players nicknames according to their style of play. Our giant dunk-master swiftly earned the title 'Runway', for his thunderous drives and massive hang-time.

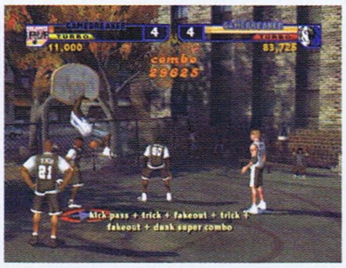
Beating the various solo modes earns reward points to spend on items such as clothing or customised abilities. The players you design can then be imported into other teams of current and former NBA players, or mixed with the larger-than-life boss characters you can win by defeating the computer.

*Street Vol 2's* the biggest and most enjoyable basketball game in ages.

MARTIN KITTS




△ A song called Here Come the Lords.



△ Racking up a Double Gamebreaker.

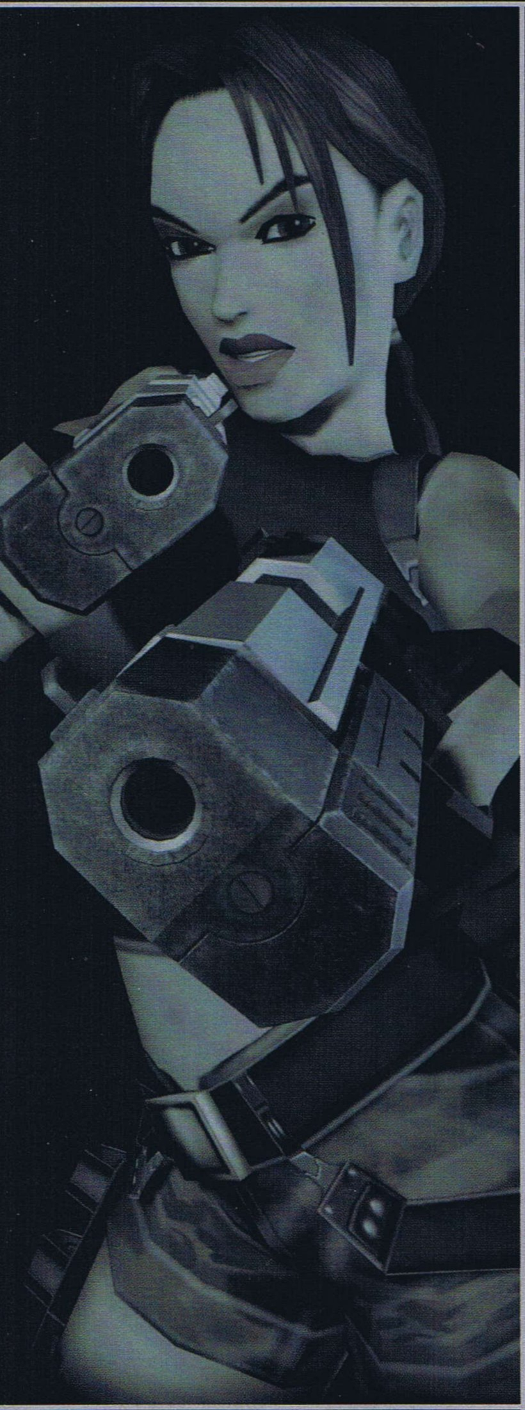
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"Another fatal decision on Capcom's part"



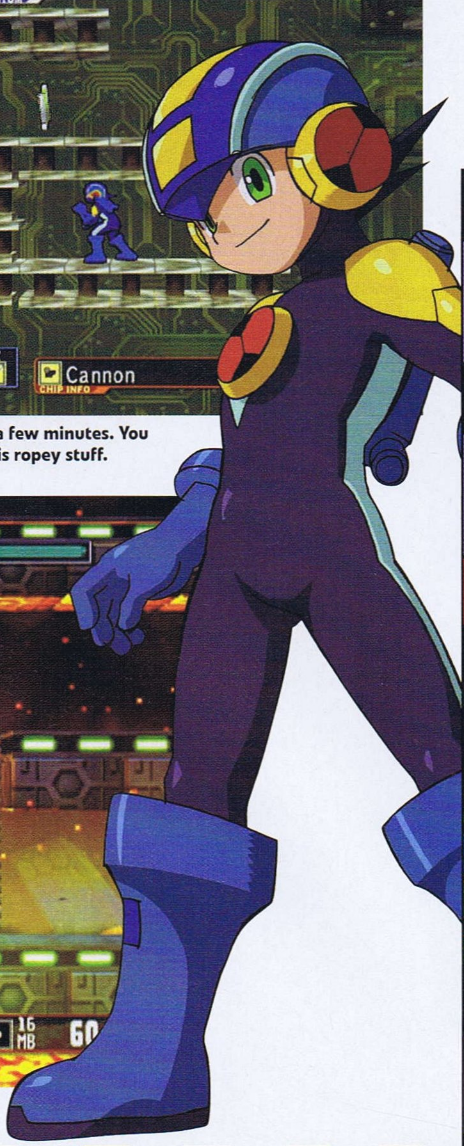

△ The chips that give you your powers.




△ The 3D backgrounds are nice for…




△ …*yawn*… all of a few minutes. You can't deny that this is ropey stuff.






△ The cut scenes are actually quite nice.




△ The standard blaster is the puniest weapon in existence.




△ "Getting the hell out of here, idiot!"

## INFO BURST

| | |
|---|---|
| PUBLISHER | CAPCOM |
| DEVELOPER | CAPCOM |
| RELEASE DATE | NOW |
| PLAYERS | 1 |
| MEMORY CARD PAGES | 4 |
| GBA LINK-UP | NO |
| SURROUND SOUND | NO |
| WIDESCREEN | NO |
| COST | £40 |




# MEGA MAN NETWORK TRANSMISSION

**Wage web war!** The blue wonder's latest is yet another slice of disappointment and mediocrity…

If it ain't broke, don't fix it", as the saying goes. So quite why Capcom decided to 'fix' the *Mega Man Battle Network* series by dumbing down the RPG-style sections, and replacing the wonderful battle system from the GBA version with some idiotic 2D platforming sections, is anyone's guess.

It's a shame really, because the basics of the game are all present and correct. You play the part of both Lan (a boy in the real-world) and Mega Man (a program that can be uploaded into various networks in the game) with the task of ridding the World Wide Web of corrupt viruses and suchlike.

In order to do so, you need to collect and organise battle 'chips' – items that enable Mega Man to use special attacking or defensive moves. Part of the game's strategy is knowing what chips to use, and when. You can only hold five different chips at a time, which can then be replenished after a gauge at the top of the screen fills up. Select the wrong chips, and you could find yourself in a world of trouble.

Unfortunately, although the idea worked very well on the GBA adventures, it's all fallen rather flat in this GC version. Rather than employing the use of the interesting action/strategy battle grid on GBA, *Network Transmission* takes the form of a basic 2D platformer – and when we say basic we mean really *basic*. The controls are clunky, enemy placement and movement patterns are frustrating, and any semblance of considered strategy soon gives way to you simply using the same battle chips over and over – for nothing more than survival.

> "NETWORK TRANSMISSION TAKES THE FORM OF A BASIC PLATFORMER AND WHEN WE SAY BASIC, WE MEAN REALLY *BASIC*"

Even more depressing is the fact that the adventuring around the town – that made elements of the GBA version so charming – has been stripped down to simply moving a cursor around a map screen. Another fatal decision on Capcom's part, and another reason to give this a wide berth.

**GERAINT EVANS**

### +

- It's certainly original. Hmm.
- Some nice ideas.
- Erm…

### –

- The sweet RPG bits have been taken out.
- The great battle system has gone.

### IF YOU LIKE THIS…

**MEGA MAN BATTLE NETWORK 3**
Capcom
NGC/82 79%
The way *Network* games should be. Cute, simple, strategic fun.



### 6 VISUALS

Not quite what we had in mind. They do the job – nothing more.

### 6 SOUNDS

The sickly sweet tunes may work on a GBA – but not here.

### 4 MASTERY

Poorly designed and ruined by the lack of the original's ideas.

### 7 LIFESPAN

Tough, and it'll last a fair while, if you have the patience.

### VERDICT

**A good GBA game turned into a very mediocre GC game by the omission of everything that was great about it in the first place. Shame.**

NGC INDEPENDENT NINTENDO GAMING

**59**




△ Naturally, the increase in difficulty brings about some seriously tough courses to master. Until you get used to it though, the perspective can be a little tricky to get your head around.



△ Each set of tracks is hosted on a different planet, hence the differences in style.



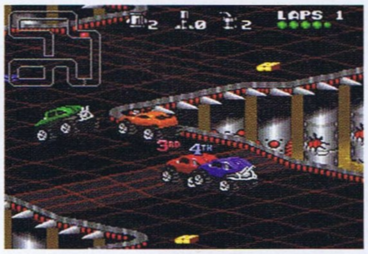
△ Littering the track are money power-ups as well as pick-ups to restore your armour.

# ROCK N' ROLL RACING

## One of the SNES' best loved racers re-released for a new generation…



△ More and more weaponry becomes available, making races quite volatile.



△ Getting stuck at the back is a good time to test out all your new weaponry.

The prospect of yet another SNES port may make cynics baulk at developers' 'laziness', but you can't really argue when it's the quality titles that are getting the handheld treatment. We've got two Blizzard games for you this month, both of which hold fond memories for us – and none more so than *Rock n' Roll Racing*.

*RnR* is an isometric future-racer. You get to choose from a bunch of stupidly named racers (Snake Sanders anyone?) that hail from loads of different planets around the galaxy, and race them around *Super Off-Road* style courses.

Races comprise of four competitors, each armed to the teeth with an assortment of guns and mines to help them stay ahead of the pack. All the while rock classics like 'Bad to the Bone', 'Born to Be Wild' and 'Paranoid' screech in the background while the commentator intermittently blurts out race standings and other nonsense. The better you final place, the more money you earn and the more you can spend on weapons, tyres, engines, armour and even new vehicles.

In all fairness, from the screenshots above you'd be forgiven for thinking that this isn't anything special – it doesn't half look dated by today's standards – but the game's main appeal is its supremely enjoyable handling. In the later stages of the game things get very tough indeed, and the joy of power-sliding around tight hairpins, cutting competitors up and laying mines in their way is as enjoyable now as it ever was.

Unfortunately it's not all a bed of roses, though. One of the best aspects of the game was the multi-player mode, and this game doesn't support a one cart link. This means that in order to play it as God intended, you'll need a mate to splash out some cash on it too.

That aside, it's well worth a look.

**INFO BURST**
FROM BLIZZARD
PLAYERS 1-2
SINGLE-CART
LINK UP NO
SAVE ON CART
OUT NOW
COST £30

NGC INDEPENDENT NINTENDO GAMING **80**



△ Olaf here is blocking the path of this icy foe with his shield to protect his fragile friends. Eric can either jump over it, or Baleog can climb up the ladder and tump it with his sword.



△ You'll need to cope with some seriously tough challenges to your spacial awareness.



△ Alien ships to chocolate cover sweet lands, *Lost Vikings* is consistently surreal.

# THE LOST VIKINGS

## A creaky old platform puzzler that will help (cough) Thor out the grey matter…

Cooperation is the name of the game here. There are three playable Norsemen to select, each with their own unique skillset.

Eric the swift is the most athletic of the trio, and can run and jump. Olaf the Stout has a shield with which he can block enemy attacks, glide or provide a platform for Eric, and Baleog the Fierce has a sword and bow with which he can attack enemies or flip switches. You can swap between party members with a quick stab at the right shoulder button.

In each level are a series of obstacles and objectives that require you to use every member of the team in order to progress. For example, Olaf can halt approaching enemies with his shield, while Baleog brings up the rear and dispatches them with arrows, and a door (which Eric couldn't open earlier) can then be opened by another Viking situated elsewhere.

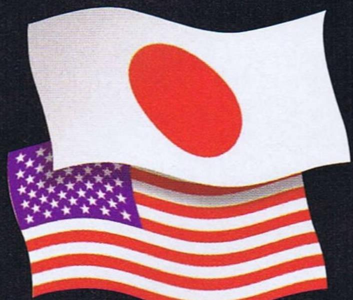
In order to progress (particularly in the later stages of the game) you'll need to employ the use of the old grey matter and seriously consider each situation. While the game may seem like a straight platformer, it's very much a puzzler, and has stood the test of time rather well.

On the whole the experience is very enjoyable, and there are some great touches of humour. The only misgiving we have is that the action isn't that varied. Instead, the puzzles just get more complex, which results in the game lapsing into something of a chore from time to time. And there's little reward for your efforts (other than the satisfaction of completing particularly tricky sections).

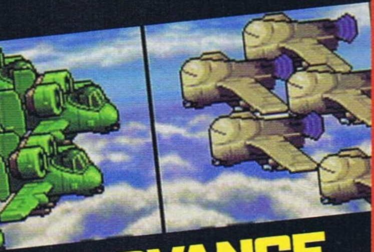
Still, those who have never played it, and are looking for something more cerebral, are encouraged to try it.

**INFO BURST**
FROM BLIZZARD
PLAYERS 1
SINGLE-CART
LINK UP NO
SAVE ON CART
OUT NOW
COST £30

NGC INDEPENDENT NINTENDO GAMING **82**



# N·GC IMPORT ARENA REVIEWS THIS MONTH



## ADVANCE WARS 2

GBA SUPER SEQUEL! THE US VERSION TAKEN APART P60



## GIFTPIA

WHAT? WHY? HOW? CONFUSION SHARED, IN GAMECUBE'S MOST JAPANESE GAME P58

## COMING SOON

*Next month's going to be a good one for import gamers, as we delve into the high-speed delights of Kirby Air Ride, F-Zero GX, and, erm... GT Cube. Best of all, most of this stuff is coming to the UK some time, so at least you'll know what to expect. Our tip for the top: Not GT Cube.*






△ Dodge an attack and the enemies in question will be dazed like this – ready to be smacked about.



△ If you run out of VFX power Joe will...



△ ... revert back to human form.



△ Zoom VFX allows for excellent attacks.

# VIEWTIFUL

**HENSHIN-A-GO-GO-BABY!** Capcom's latest exceeds our expectations and flies into the world kicking and screaming...

### INFO BURST

| | |
|---|---|
| PUBLISHER | CAPCOM |
| DEVELOPER | CAPCOM |
| RELEASE DATE | OUT NOW |
| PLAYERS | 1 |
| MEMORY CARD PAGES | 4 |
| GBA LINK-UP | NO |
| SURROUND SOUND | NO |
| WIDESCREEN | NO |
| COST | £50 (IMPORT) |





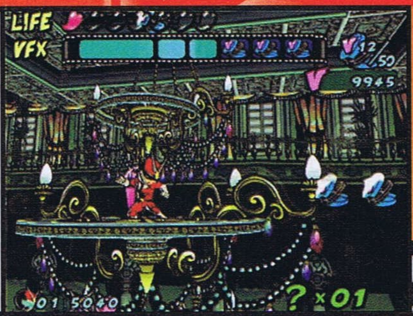

△ Lasers make fighting in tight quarters very tricky.




△ The spiky barrel in the distance will crush you.

### VFX METER

*The source of all your power. To use your special skills you need to have some juice in this bar. Once it's all used up, you'll revert to human form – making you wait until the bar fills up again.*





### JOE

*One of the most versatile superheroes you're likely to encounter. Joe can dodge enemy attacks, jump and also deliver punch-and-kick combos. Once you've earned your VFX skills you can zoom in on the action, slew it down or speed it up. Or, better still, use a combination of all three.*



# JOE

## AWAKEN YOUR HERONESS

To become a true superhero, you're going to have to work at it…

### EARN YOUR STRIPES

*Or in this case, your 'V'. When the game begins, you're nothing but a reluctant teenager dressed in your normal clothes – not much of a superhero, yet. To get your superhero outfit, you have to go up against the spirit of Captain Blue. This will not only give you the ability to slow down time (the first of your VFX skills) but also lets you double jump, which turns out to be the most important evasive manoeuvre in the game.*

*When you start the game, you'll find yourself in a training window. Here the basic skills of the game are explained and you can try out moves for yourself, in the safety of the training window.*

*After that, you're off the blocks and your own ingenuity comes into play.*

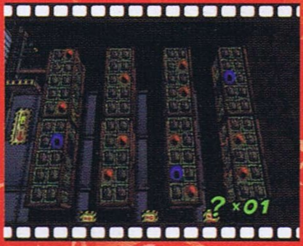


# BRAINS OVER BRAWN

If you don't stop to use your noodle, you won't be going anywhere…



**HEAVY**
*Pass this pipe and you'll notice drips steadily dropping on to a switch below. To activate it, slow down time until the drop gets big enough…*



**MEMORISE**
*Activate the pillars with one of your special moves, before memorising the button sequence. It's pretty tough as it all happens so quickly.*



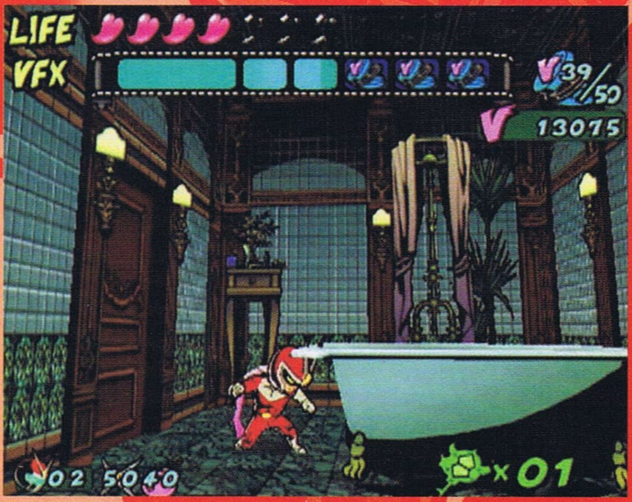
**LIFT OFF**
*This is great. To hop on to the bus that's speeding into the gutter, slow down time to activate its thrusters. This will send you flying over.*



**SMOKIN'**
*With your new found mach speed ability, you need to rapidly punch the wooden pillars so they burst into flames. This opens the way ahead.*



**BOMBASTIC**
*The doors blocking the way are very strong. You need to slow time down, just as the bomb explodes – this causes more damage than normal.*



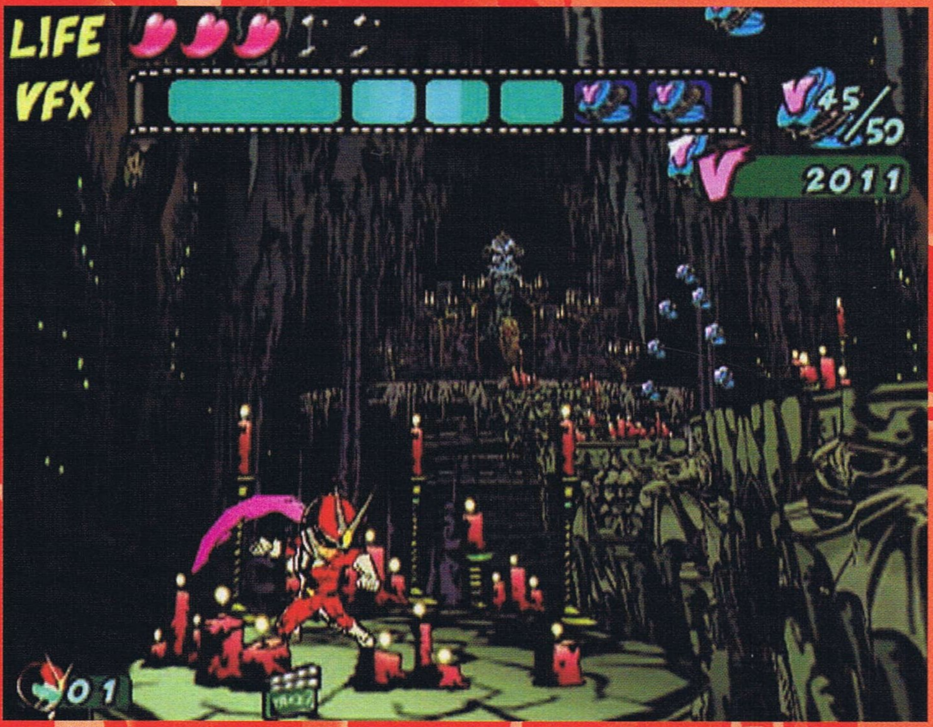

△ The variety of locations – not just in terms of visuals – is commendable.







△ The save points take an eternity to arise, making death really frustrating.




△ See those 'V' film cans in the distance? The screen scrolls around with you to reach over to them. While the game is in 2D, there are moments when it doesn't necessarily feel like it – a technique we last saw in *Kirby64*.

**A**s a casual observer so rightly pointed out as he walked through our office, "It's all gone a bit Power Rangers". And he wasn't wrong. From the first moment that your "Heroness has awakened", to the last battle cry of "Henshin-a-go-go-baby", *Viewtiful Joe* is rife with Saturday matinee pastiches, intentionally cheesy dialogue and hilariously over the top displays of fisticuffs.

> **"THE GAME IS FULL OF SATURDAY MATINEE PASTICHES, CHEESY DIALOGUE AND OVER THE TOP DISPLAYS OF FISTICUFFS"**

The opening sequence optimises everything that follows. Joe is on a date with his missus at the cinema – to see his all-time favourite action hero, Captain Blue, save the world.

At the film's climax, which sees Blue and his nemesis fight it out in giant robotic rubber suits, the battle bursts out of the screen and into the cinema itself. This untoward event results in Joe's girlfriend being kidnapped, and Joe being sucked into the world of the movies. He's got to save his girlfriend, and avenge Captain Blue – and consequently the universe itself. Imagine a melting pot of Schwarzenegger's Last Action Hero, Power Rangers and 50s serialised TV sci-fi and comics, and you'll get an idea of the atmosphere.



**TUNE IN NEXT WEEK**

*Keeping in the spirit of the game, each level is one episode in the* Viewtiful Joe *saga. The levels all culminate in a boss battle (complete with cheesy banter between Joe and his nemesis), before ending with highly amusing cut-scenes that further the story – in this respect it's much like* Batman.

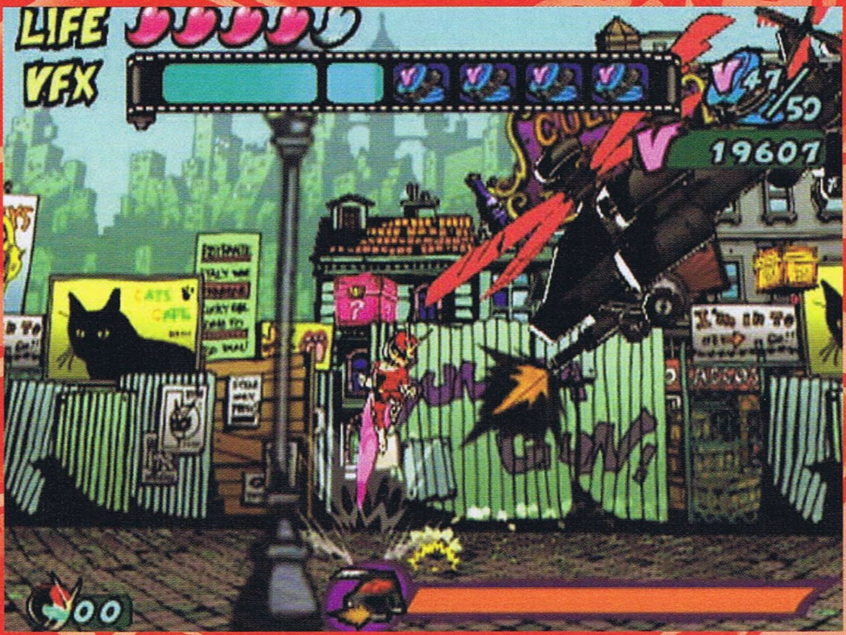
## BE INSPIRED

While the influences at work in *Viewtiful Joe* may be the stuff of history, the way it looks, and plays, is beautifully fresh, innovative and unlike *anything* you'll have experienced before.

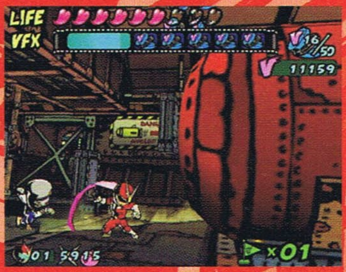
As Atsushi Inaba, the game's producer, explains, in creating the game he wanted to "focus on finding beauty in fighting… to make you feel like you are actually editing a movie while playing the game. VJ means




△ Punch the bat here and he'll divide into loads of fluttering little ones…




△ … the same is true for this helicopter here. Once it's low enough, punch it in the cockpit to kill it.



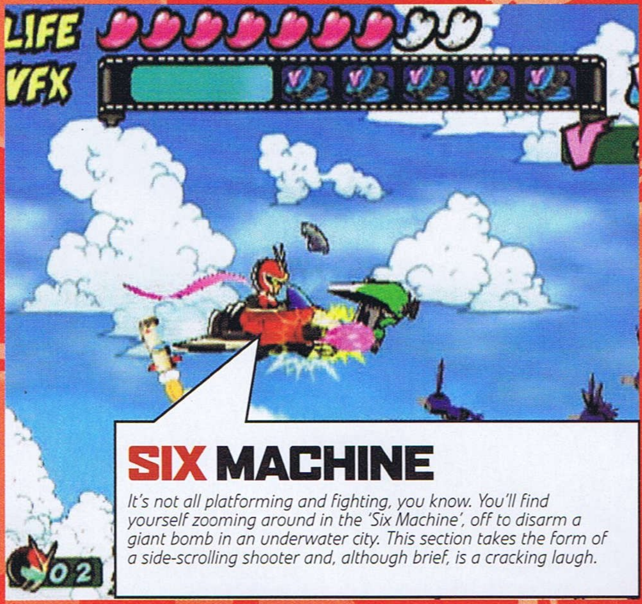

△ Joe can smash through the floor to open up areas of safety below.




△ Slow makes the propellors on objects slow down – making them fall…

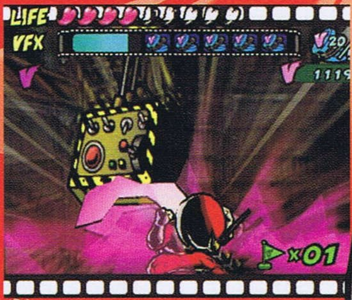


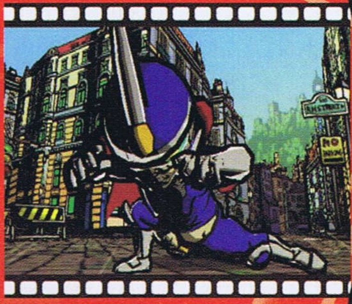

△ Sections that you thought were impossible soon become easier.



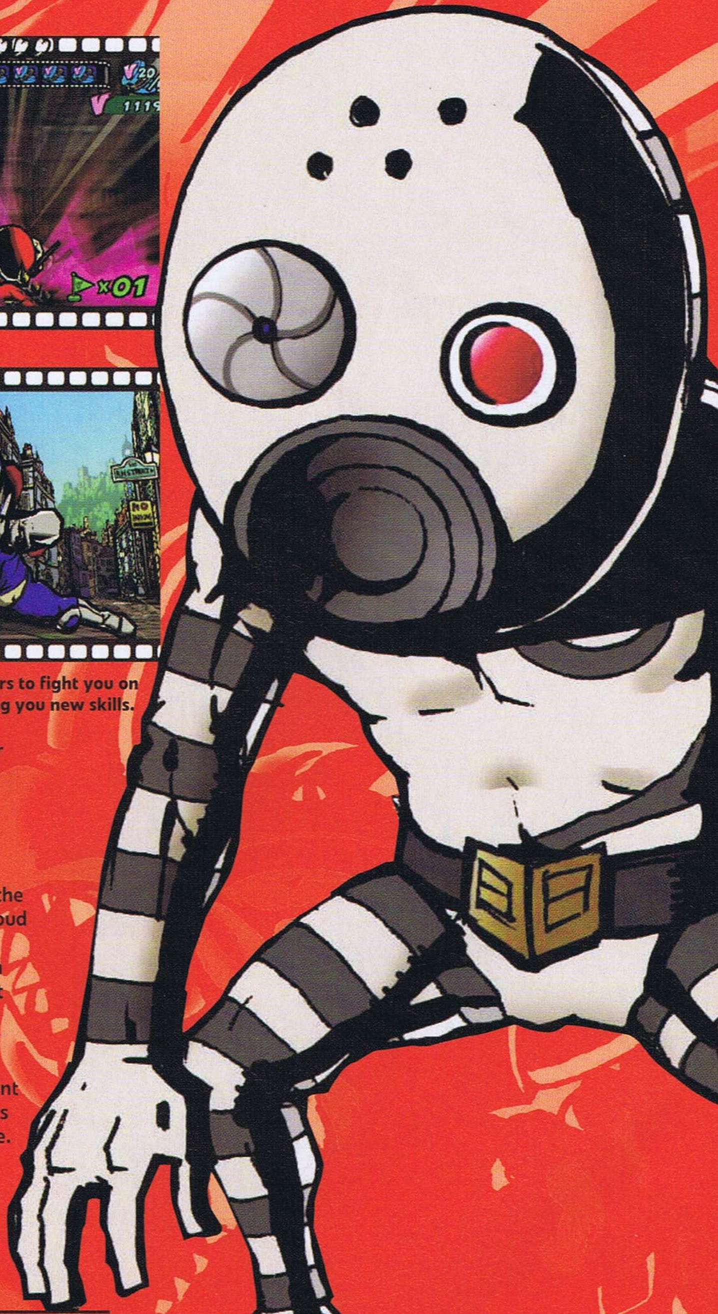

## SIX MACHINE

*It's not all platforming and fighting, you know. You'll find yourself zooming around in the 'Six Machine', off to disarm a giant bomb in an underwater city. This section takes the form of a side-scrolling shooter and, although brief, is a cracking laugh.*



△ Captain Blue appears to fight you on three occasions – giving you new skills.



visual or video jockey – a person who can manipulate imagery."

It's a concept, or rather a vision, that he and his tiny team (*VJ* was developed by a much smaller team than is usually used) have realised in the most intensely refreshing way.

Visually, *Viewtiful Joe* is nothing short of stunning, and Capcom have employed the use of some utterly delightful graphical effects. Take the opening, for example.

The minute you're sucked into Movie Land and made to fend for yourself, the screen is distorted by a flickering, grainy effect – a little like watching the game on old super-8 film. But, the moment that Joe acquires his suit and super powers, the game is as crisp and clean as a freshly printed graphic novel. This is the way the game stays until, after overuse of your VFX meter, Joe reverts to 'normal' and the image loses quality again.

Whether it's this, the opaque silhouettes that drift across the foreground, the sense of depth in the scenery, or simply the shout-out-loud garish quality of the comic-book stylings, you can't help but gape in open mouthed awe at this game. It *really* is *that* special.

### LETS GET IT ON!

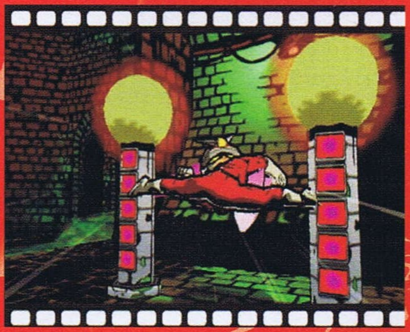
But, as Atsushi was so eager to point out, it's the actual fighting that sets this game apart from anything else. And, we can only describe it as *Super Smash Bros* pumped full of meth-amphetamines.



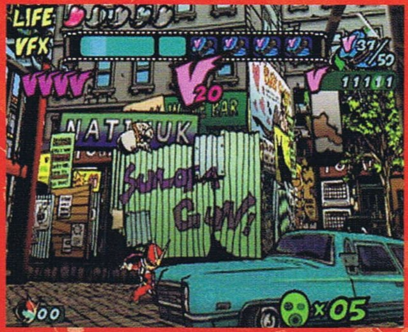

## GRADE SCHOOL

*The game is in a number of sections – each with their own quota of enemies. At the end of the section (when all enemies have been defeated, or tasks completed), you're given a rating. Needless to say, part of the attraction when you're replaying the game is the desire to attain a higher grade.*

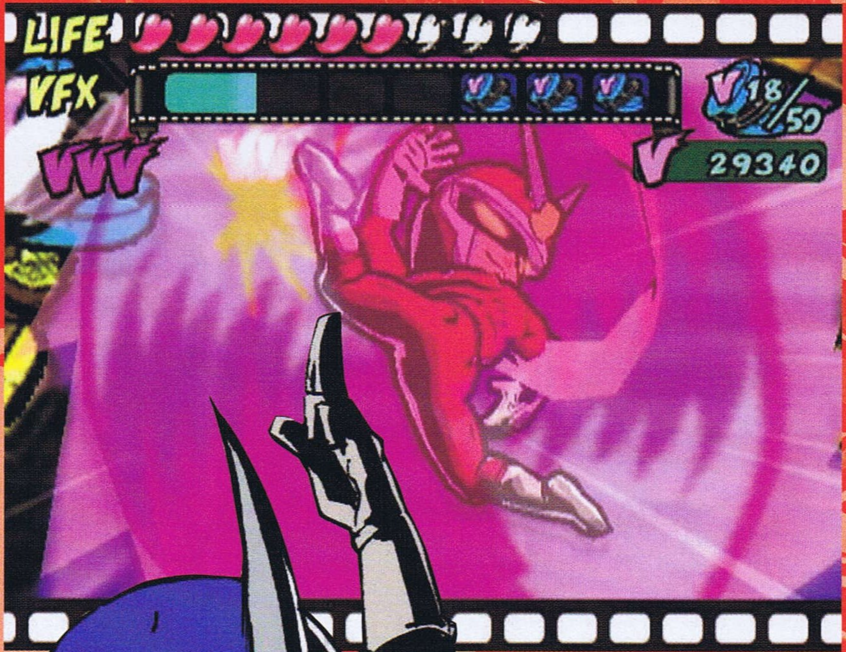
"Punch enemies at other enemies for a chain reaction"



△ Use zoom in to access a move that can activate all the lights at once to open the way.



△ These cars (which turn into the screen) make for irritating obstacles in the heat of battle.



△ Quite what Joe has done to his legs here is anyone's guess – but we're sure it's illegal. In the British Isles, at least.



## FLOAT LIKE A VUTTERFLY...

*With so many moves at your disposal, you'll simply be spoiled for choice.*

### SLOW DOWN

*This slows down time and increases your strength. Furthermore, if you dodge enemy moves in real-time, you can make them dizzy. If you then activate slow motion, you can target them before sending them flying into any enemies that are nearby. Connect with a targeted enemy, and all other on-screen baddies will also be targeted, which allows you to string combos together for huge points.*



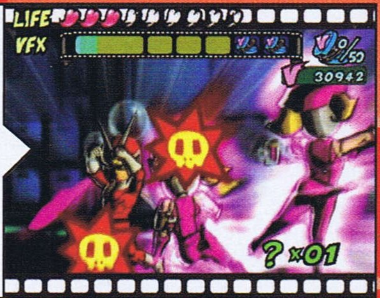


### MACH SPEED

*When you absolutely have to cream the enemy in double quick time, mach speed is what you need. Activate this ability, and Joe will run, punch and kick so quickly that he'll burst into flames and demolish the enemy in a fury of flying fists. This can also be powered up. The higher the power, the more after-images of Joe fly about the screen, letting you reach power-ups that are hidden in the background.*

### ZOOM IN

*This opens up a whole new skill set – like E.Honda-style hundred hand slaps. There's a spinning helicopter kick that takes out all enemies in the vicinity, simultaneously, a flying tornado-style attack, and a devastating ground stomp (both of which can smash some ceilings and floors). Zoom in techniques are generally stronger than the others, which make them ideal to use against the tough bosses.*





### MIX AND MATCH

*Okay, so you can't use slow and mach speed at the same time, but both can be used in conjunction with zoom in. Slow and zoom in together, for example, is one of the best moves. You get the strength of zoom with the automatic dodge function of slow. Experimenting with techniques is one of Viewtiful Joe's hidden pleasures, and the visual representation of your ass-kickery is never anything short of sublime.*

You have two basic moves at your disposal – punch and kick. These come out like rapid fire, and are perfect for stunning opponents for a millisecond. But on their own, they are extremely weak. In order to boost your powers you need to employ the VFX meter. This is a power bar that depletes over time demolish enemies in seconds or use attacks that can decimate multiple opponents at once.

Slow, for example, allows you to dodge enemy attacks, but it also allows you to punch enemies at other enemies for a chain reaction. It also increases the strength of your hits, or makes hitting fast-moving enemies much easier.

> **"SLOW, MACH SPEED AND ZOOM IN ALL ENABLE YOU TO DISH OUT DEVASTATING COMBOS AND DEMOLISH ENEMIES IN SECONDS"**

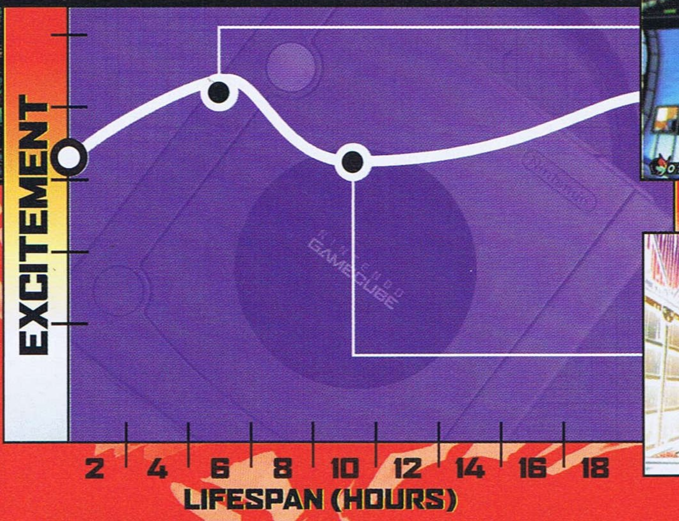
when used, but can be exploited to open up three different VFX skills. Slow, mach speed and zoom in all give you a brief period of time where you can dish out devastating combos,

When, and how, you use it is up to you, but you have to take into account the position you're in, the status of enemies and, more importantly, if you can get to safety

## NGC EVENT-O-METER
Take a long look folks… 'cos it ain't gonna be around much longer.



When this arrives you'll just forget anything else exists. Play it on your own, though, because should, say, your sister be around when you die for the umpteenth time on the same section, you're likely to hurt her. A lot.






**HIGH POINT**
**LOOK AT IT!**
*Every new level, every new enemy and every new puzzle is a delight. "This game is utterly insane". As everyone says…*



**LOW POINT**
**FEEL THE PAIN**
*There will be times when you want to hurt someone. Badly. Mostly because you're back at the start of a section. ARRRGH!*

**+**
- Distinctive style.
- Very original.
- Loads of frenzied non-stop action.

**–**
- Can be very frustrating at times.
- Nope. That's basically it.

**IF YOU LIKE THIS…**
**Wario World**
Nintendo
**NGC**/83 86%
More intense side-scrolling enemy-smashing action – although not as stylish.



**9 VISUALS**
Very distinctive. You won't have seen anything quite like it.

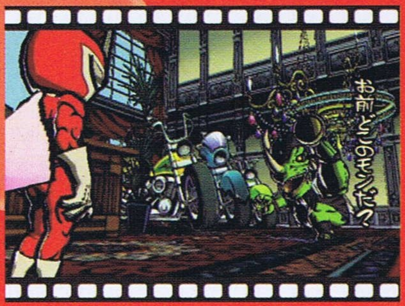
**8 SOUNDS**
Ranging from break beat to acid-techno with ace effects.

**9 MASTERY**
Elegant design, very slick and rife with beautiful touches.

**8 LIFESPAN**
Once you've beaten it, you'll want to return to improve.

**VERDICT**
Has exceeded our expectations in every way. Lapses towards the frustrating side of things at times, but rarely disappoints.

NGC
INDEPENDENT NINTENDO GAMING
**90**



△ This boss is a real bugger when you first fight him, as his axe does masses of damage…




△ Targeted enemies can be shot at each other.




△ Slow down time to make matching symbols on this fruity easier.




as soon as your VFX meter runs out. It's a quirky system, but it adds a dimension of strategy that, while you're battling, requires some seriously considered thought.

### MIND OVER MATTER

So *Viewtiful Joe* is by no means a button-mashing no-brainer. Surprisingly, there are also a host of environmental puzzles to solve – again accomplished through judicious use of your VFX meter. Some of these require a great deal of quick thinking, because they not only need solving, but solving while you're fighting. Multitasking this is.

Unfortunately, this leads us to the only major problem we have with *Viewtiful Joe*. At times it's insanely difficult. Granted it's not *Ikaruga* difficult, but some of the puzzles, or rather tasks required of you, can be frustratingly difficult at times.

Not in an old school way (such as *Mario Sunshine*'s warp levels), but purely because the way in which you have to accomplish many of the tasks can seem illogical. In essence, there's just too much to do, and concentrate on. And, to top it all off, failing the tasks often means that you have to start again at the beginning of a section, and fight your way back.

But these really are minor problems, and the sheer audacity, manic intensity and superlative execution of the game as a whole, undoubtedly compensate for any misgivings we may have had.

So, as we had cause to expect, this should become an essential part of your collection.

GERAINT EVANS



### POWER UP

*One thing that we didn't initially discover was that Joe has the ability to power up and acquire new skills between levels. By dispatching bad guys, you accumulate V-tokens, which can be spent in the game's shop. Use these to increase the power of your mach speed VFX, and add extra heart containers to your stock – as in Zelda.*

"…doing chores… planting vegetables… freezing mushrooms"





△ Pokkle's house. Press the Z-button to get this zoomed-in view.



△ Pokkle's girlfriend. She slaps him around quite a lot. What kind of man are you?




△ Discussing the correct spelling of 'giftopia' down at the salon. Very educational.



△ Blurred face again. What did we do wrong? Do we even care?



△ The mayor is the man who hands out community service and face-blurrings.

# GIFTPIA

**Welcome to insanity.** Gamecube's one-way trip to the Land of Confusion. Very, very odd…

Ever had a dream that was so real, that when you woke up, you realised you were still dreaming, and your 'awakening' was just another part of your fantasy?

That's what the disappointment of trying to muddle through the Japanese version of *Giftpia* is like. An endless loop of frustration that offers brief glimpses of freedom, only to snatch them away with the fingers of confusion.

Which is a shame, because there's quite clearly a brilliant game lurking beneath the reams of Japanese text.

It's a bit like *Animal Crossing*, except with a definite objective – to earn enough cash to restage the coming-of-age ceremony that lazy hero Pokkle slept through, thereby condemning himself to perpetual adolescence.

Getting the cash seems to involve doing chores, planting vegetables, and freezing mushrooms. Pokkle starts out in jail, for some reason, and has to complete his community service before ridding himself of his prison clothes and amusingly censored face.

Which we did, for a short time, but then wound up back in the slammer, censored once more, for partaking of the wrong sort of mushroom.

Being so incredibly lethargic, Pokkle has to keep eating to stave off death by hunger. Getting the food is made more difficult by the robot policeman who follows Pokkle everywhere, delivering a stern (and tediously long) lecture whenever he so much as looks at a pathway that has yet to be unlocked.

And if he stays up too late, little faces chase him around and sap his energy, until he lies down in the street, curls into a foetal position, and… dies.

So completing the quest is most definitely not on the menu for non-Japanese speakers. We did have some fun slapping Pokkle's dog (it bites his ankle), getting slapped by Pokkle's girlfriend, and listening to the terrifying radio station that blasts out music of almost stomach-churning trippiness.

There's an English version on the cards (possibly US import only), so all may be revealed. Some day.

**MARTIN KITTS**

> "AN ENDLESS LOOP OF UTTER FRUSTRATION THAT OFFERS BRIEF GLIMPSES OF FREEDOM, ONLY TO SNATCH THEM AWAY"

## INFO BURST

| | |
|---|---|
| DEVELOPER | SKIP |
| RELEASE DATE | NOW (JAPAN) |
| PUBLISHER | NINTENDO |
| PLAYERS | 1 |
| MEMORY CARD PAGES | 6 |
| GBA LINK-UP | NO |
| SURROUND SOUND | YES |
| WIDESCREEN | NO |
| COST | ¥5,800 (£30) |



**+**
- Lovely cartoon graphics.
- Dog-slapping.
- Sub-games.

**–**
- You need a degree in Japanese to understand any of it.

**IF YOU LIKE THIS…**

**Animal Crossing**
Nintendo
NGC/74 90%
Genius mix of community, mischief, creativity and retro gaming. Sob.



**8 VISUALS**
Stylish, colourful characters with good animation.

**7 SOUNDS**
The island radio station is mental. Absolutely mental.

**7 MASTERY**
Looks good, and seems highly original. Probably.

**? LIFESPAN**
No idea how long it'll take to finish. Days? Months? Bah.

**VERDICT**
Erm… There's clearly a lot of potential here, and some great ideas. But if you don't speak Japanese, don't import it.

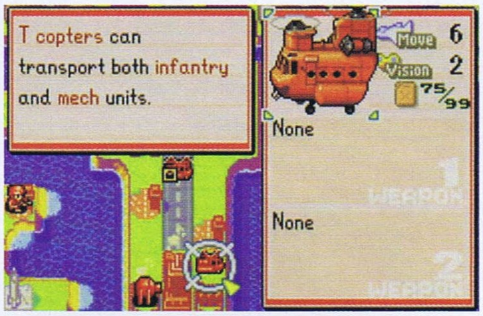
NGC INDEPENDENT NINTENDO GAMING

**??**


GO



△ One o' them all-new fancy Super Powers. Veeery nice.



△ All your old favourites return. God bless the T 'copter.



△ Drake, as before, is a naval wizard. And a bit portly.

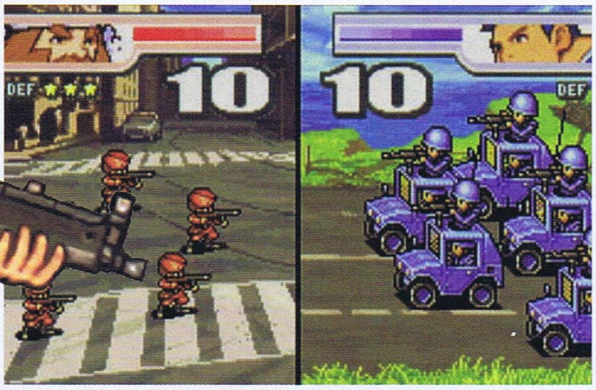
# ADVANCE WARS 2
## BLACK HOLE RISING



### INFO BURST

| | |
|---|---|
| PUBLISHER | Nintendo |
| DEVELOPER | Intelligent Systems |
| RELEASE DATE | Now (US), October (UK) |
| PLAYERS | 1-4 |
| SINGLE-CART LINK-UP | YES |
| SAVE | ON CART |
| COST | Approx £30-£40 on import |



△ You can turn the cute little battle animations off, if you prefer.

**It's curious how** the most old-fashioned game in the universe can also be one of the best.

Nintendo's genius lies in making things *better*. Humble Earth board games are magically transformed into virtual space-fun in *Mario Party*. Humble plumbing is dragged sideways through a rainbow-dazzled lens to emerge as the brain-shakingly lovely *Mario Sunshine*. And resource management is somehow – *unbelievably* – made fun with the surreal, arboreal charm of *Pikmin*. Nintendo make things better. It's what they do.

And so it is with *Advance Wars*. Last year, the best game on the GBA turned out to be a turn-based strategy game. Turn based! Only men with beards have ever liked turn-based strategy games. Them, and retired military men (who invariably have beards anyway). But Nintendo made sure that everyone – from hyperactive Sunny D-injected guttersnipes to nattering fishwives to previously unreachable hermits – fell in love with their little war game, and they managed to do so without witchcraft, or sorcery, or medicine.

*Advance Wars* took a type of game older than the oldest hills and revitalised it with simple-but-deep play mechanics, an irresistible visual style and a welter of exquisite flourishes that ensured final, terminal, terrible addiction once you'd played the game for more than an hour. Astonishing. And some of us *still* haven't finished it, and we've been addicted to it in all that time. It's not a small game.

So in reality, the last thing we need is *Advance Wars 2*. You've probably heard



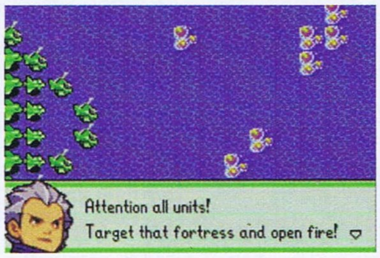
Link up to battle friends.

### MULTI-PLAYER!

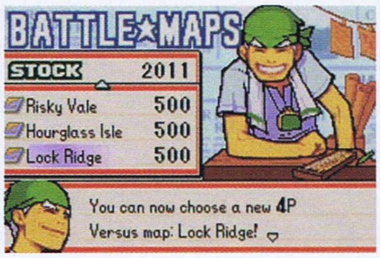
***The excellent multi-player mode returns, with endless possibilities for four pak-owning friends or more limited options for single-pak. But you still can't check on your own units or do anything while your opponent takes his turn, arguably the one thing wrong with the first game. It should have been fixed here…***

# THINGS TO SEE AND DO

Take a look at the giant amount of stuff in Advance Wars 2!



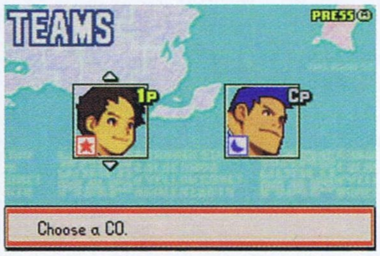

Campaign: the main thrust of the single player content. It's much more varied this time around, with some brilliant objective-based battles.




Points you earn in the Campaign can be spent in the War Room, where you can buy maps and COs from Hachi, the proprietor.




Your bought Battle Maps appear in the War Room. Playing through them opens up extra, secret ones, and extends the game hugely.




While the Link option offers proper multi-player thrills, Versus allows you and a friend to share a GBA and take turns.



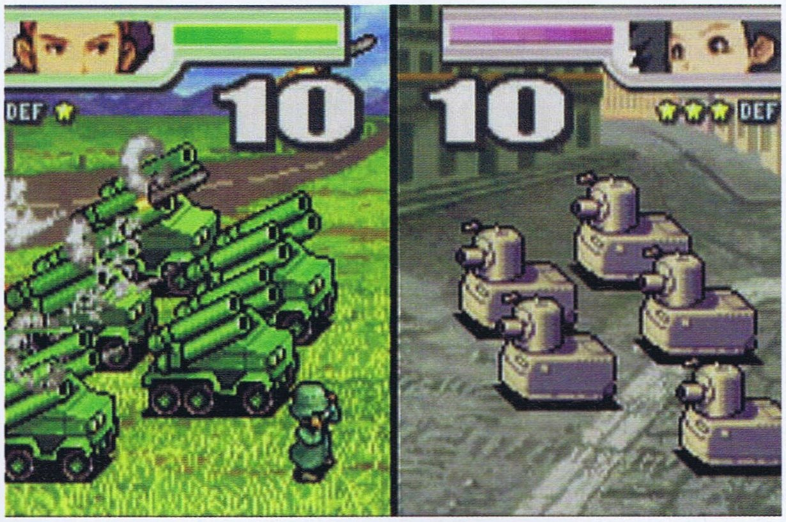

△ The smaller Battle Maps make for sweetly compact multi-player fun. Bigger maps take ages.




△ Funny how the Black Hole COs are goths.



△ These enemy ships need repairing…




△ The unit design is fabulous – most of Black Hole's units feature a blocky 1950s-style look.




△ Once again, APCs are incredibly useful.




△ Jess, a rather tomboyish new CO.

that it's very similar to its predecessor – and the voices are right. It's not a giant reinvention, or a radical new direction. But that's half of its charm, and why it's just as life-ensnaringly dangerous – give it half a chance and you'll be hooked all over again – and the small but perfectly-judged tweaks that have been made to the game mean that it is demonstrably better than the first *Advance Wars*.

Much of the game is business as usual. All the same units are present and correct; funds are gained from capturing buildings, and then used to create new units, if you've got a factory. Different scenery provides varyingly-efficient cover; captured buildings can be used to restore damaged units. It's all here, the same as before – especially the elegant scissors-paper-stone system of combat (where units generally excel at fighting a particular enemy but suffer horribly with others).

**"NINTENDO HAVEN'T GONE ON TO DESTROY A NIGH-ON PERFECT GAME BY NEEDLESSLY MAKING IT DIFFERENT"**

And it's all *bigger* than before too. For instance, all of the Battle Maps from the previous game are present and correct, but buttressed by a mass of diamond-hard new ones, ready to be unlocked. There's lots to do…

So you know you're going to get literally more of the same. In our book, this is a Good Thing. Nintendo haven't unnecessarily destroyed a nigh-on perfect game by needlessly making it different. But the aforementioned tweaks and changes, while apparently small, make a world of difference to the dynamics of the game.

Take the single new unit, for example. The Neotank completes the tank chain by providing a genuine progression from the Medium tank. It costs 22,000 to make and it's rock hard. With its introduction you just can't play the same game as before – it's 6,000 more than a



## DESIGN A MAP!

***The winningly brilliant Design Room mode returns and it's still as simple to use as before. Unfortunately, and irritatingly, certain new elements of the game (the cannon emplacements, for instance) aren't useable. But you do get to lay pipes and the brilliant missile silos, so that's good then. Smart!***

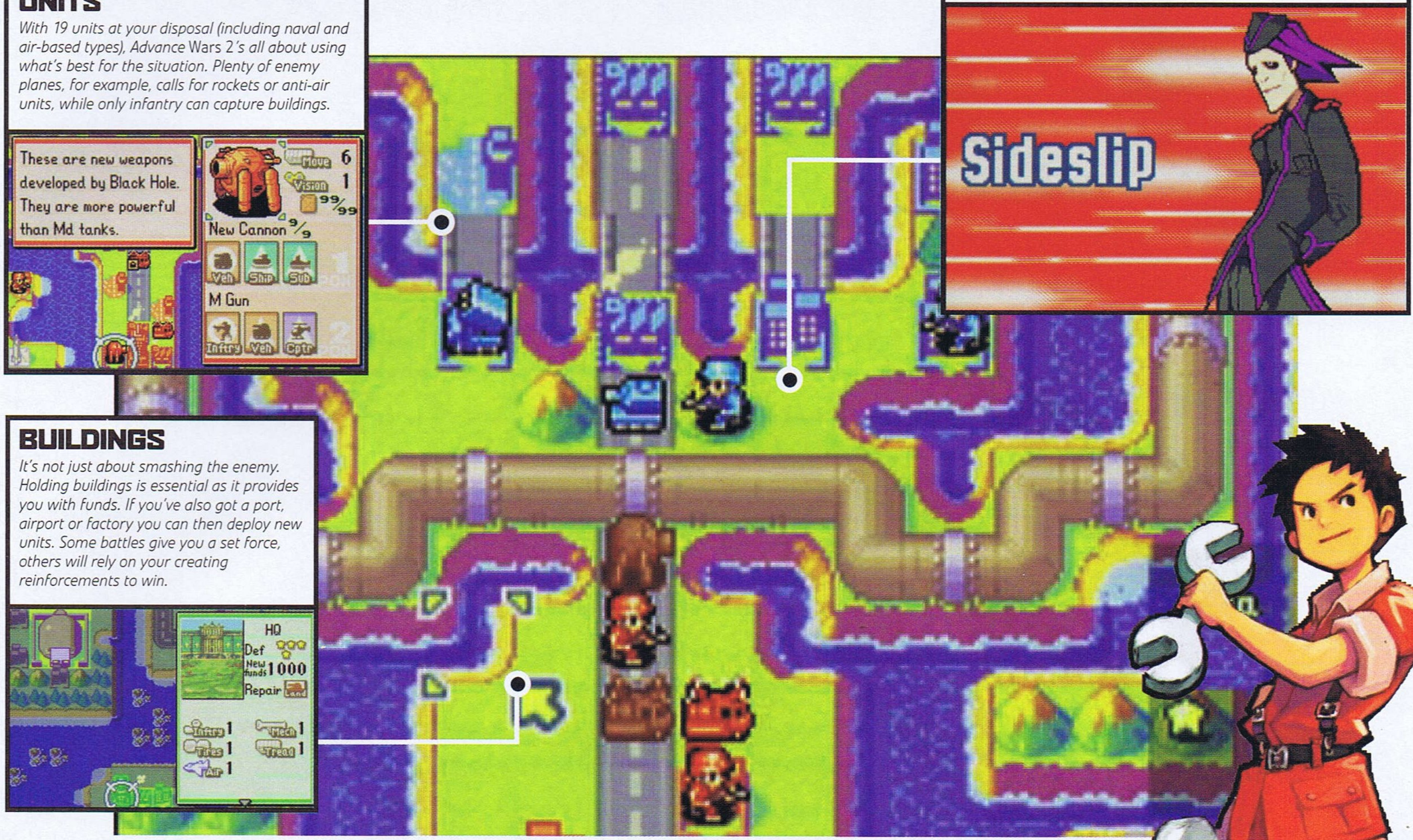
"As finely-judged and utterly *right* as only the best Nintendo games can be"

## UNITS

*With 19 units at your disposal (including naval and air-based types), Advance Wars 2's all about using what's best for the situation. Plenty of enemy planes, for example, calls for rockets or anti-air units, while only infantry can capture buildings.*

## BUILDINGS

*It's not just about smashing the enemy. Holding buildings is essential as it provides you with funds. If you've also got a port, airport or factory you can then deploy new units. Some battles give you a set force, others will rely on your creating reinforcements to win.*




## HE ENEMY

*The enemy has access to the same unit types as you, but enemy COs will obviously have very different powers to your own. Creepy new boy Adder, for example, can boost the movement of all his units, while little goth-girl Lash can use terrain to boost firepower.*



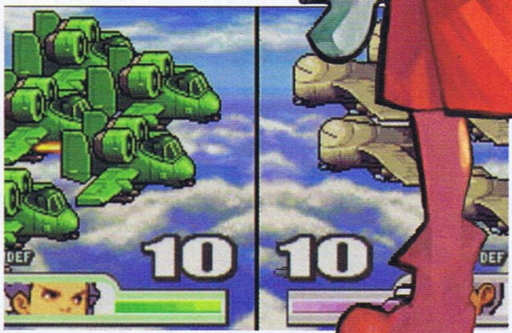




△ **Kanbei is as strict and honourable as always.**



△ **Neotanks everywhere! Four of them will kill anything.**




△ **More fantastic battle animations.**

Medium tank and the effect that this has on the game flow (you're probably going to have to wait an extra turn to produce one, whereas before you'd just have plumped for the Medium as soon as you had the cash) is considerable.

It's the same with the new COs and their powers. There's a pile of new characters and CO powers are now two-tiered, allowing you to use your *regular* CO powers or wait and go for a Super CO Power. Invariably, the Super CO Powers are amazing, but there's obviously a strategic choice to make if you're going to wait to build one up. Take Sensei, for example, one of the new COs – a new addition to Kanbei's Yellow Comet army, this venerable veteran can, with his regular power, boost 'copter firepower and create a 9HP infantry in ALL allied cities. Not bad.

The Super Power, however, boosts 'copter attack even further AND creates a Mech unit in each allied city. It gets better with some of the other characters; Eagle's Super Power increases both offensive and defensive abilities considerably and allows all his units to effectively take a second turn. If you've got a pile of bombers ready to attack, then it can be devastating. Great stuff indeed.

Finally, there's more terrain. Much more. Resource-carrying pipelines block all passage, but can be destroyed at certain points, making for beautifully tactical missions. One particularly memorable scenario sees a token force holding your HQ while the enemy moves inexorably downwards – you've got a more powerful contingent to play with as well, although you're separated from it-by sections of pipe, as another enemy force attacks them. Fending off both forces while literally blasting a passageway to link your bifurcated

**"ONE OF THE MOST COMPLETE GAMES WE'VE EVER PLAYED – AS WELL AS ARGUABLY THE MOST INTELLIGENT AND SATISFYING"**

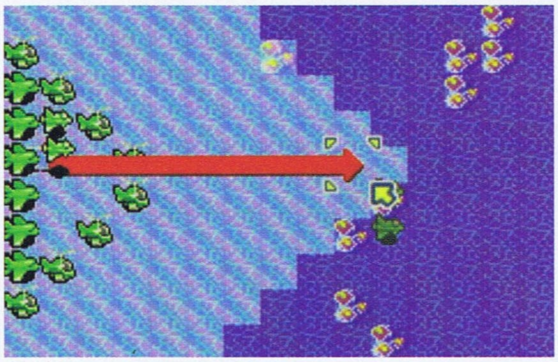



## PLOT HOLES

***The story is barely there – Black Hole invade again. Great. But it's brought vividly to life by the amazingly well-drawn characters, each of whom has a brilliantly realised personality. And the script is superb too. It may all just be talking heads followed by turn-based combat, but it really does bring the game to life.***




Δ Once again, you've got to destroy some cannons. But look at all those anti-aircraft guns. This isn't an easy mission and no mistake.



Δ It's vital to check out how far the enemy can move and shoot before committing your forces. You'll be ruined otherwise. Ruined!

## FIGHT THE POWER!

New COs, new powers and even more…




This guy, Flak, is Black Hole's equivalent of Max – big and tough, but much more dim. His power can do plenty of damage, but can also disperse amongst several units.



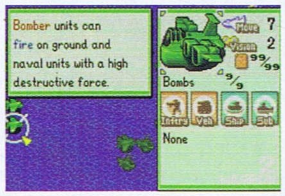

All the old favourites return – and you'll get to play as each of them. The Super Powers add a new tactical edge to the game, and playing as, say, Andy is now very different.




Olaf's Super Power means he can still call down a blizzard to hamper enemies (while he moves as normal), but it's so fierce that it also does 2HP damage to all enemy units.



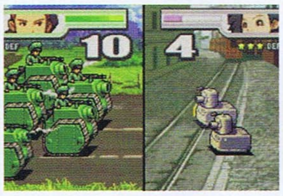

Wars 2's all about capturing buildings to generate funds. So Sami's Super Power is one of the most useful – foot troops can capture a building in a single turn.




Δ Unfortunately, bombers get blown away by fighters.




Δ This level is brilliant – just planes and 'copters over the sea.




Δ Medium tanks are still one of our favourite units. Much fun.




Δ There's a bit of a fog of war on this level, making it hard to see.




Δ There's eight cannon emplacements that need to be destroyed here.

army is just one of many delightful tasks you'll be set in *Advance Wars 2*.

Elsewhere there are laboratories to capture (you'll need to storm them to liberate the Neotank plans, for example, in order to build them), and most significantly, enemy installations.

A number of different cannon emplacements make life very tough, also incorporating laser beams and deathrays – there's even a volcano, which isn't picky about what it hurts, friend or foe. Unfortunately, these various weapons only appear in Campaign mode, meaning you can't use them in your custom-designed maps, rather annoyingly.

The final addition to the static defence line-up, however, isn't so restricted – and is by far the most fun. The neutral one-shot missile installations are brilliant – grab one with an infantry unit and you get a single devastating area-effect strike that can be aimed anywhere on the battlefield. Lovely, and already they've become a firm favourite in our own map designs and multi-player battles.

Ultimately, however, this might seem like a paltry list of new features for a sequel, but they do alter the pace and difficulty of the game in ways you wouldn't expect.

There's more to think about, more to do and certainly more tactics involved. That the considerable single-player experience is supported by a giant's toybox of other modes (the mapmaker, squillions of battlemaps to unlock, and so on) means that *Advance Wars 2* is one of the most complete games we've ever played – on any system – as well as arguably one of the most intelligent and satisfying.

If you didn't like the first game then we'd wager that this won't change your mind. However, if you were as hooked as we were on the first game, then this is manna from heaven, as finely-judged and utterly *right* as only the best Nintendo games can be, a paragon of the company's make-things-better credo in full effect.

And all this from a handheld game. How did they squeeze it all in? It's both a mystery and miracle.

So now all we need is a Gamecube *Advance Wars*. If there was one, however, the entire planet would grind to halt, nations stuck eternally in their living rooms, playing a turn-based strategy game. Pray it never happens.

**JES BICKHAM**




### EVEN MORE PLOT HOLES

***You don't play as you this time around. Rather, you move through all the different territories and play as each of the characters therein – for instance, Eagle and Drake for Green Earth, plus a new CO (Jess, in this example). So you get to be each territory fighting off Black Hole before taking the fight back to the enemy.***

### +

- A few new tweaks
- Magical gameplay
- Bottomless depth
- Vastly brilliant

### –

- Too similar to *Advance Wars?*

### IF YOU LIKE THIS...

**Advance Wars**
**Nintendo**
**NGC/00 00%**
**Mind-blowingly brilliant turn-based strategy predecessor. Sadly now irrelevant…**




### 8 VISUALS

Tidy and detailed – but not as stunning as, say, *Yoshi's Island.*

### 7 SOUNDS

New tunes, some old tunes and the same old effects…

### 10 MASTERY

Bigger than most home console games. A technical wonder.

### 10 LIFESPAN

Grabs you like a ferret to the plums and won't let go.

### VERDICT

**Tweaked to perfection and more of the same, this is really *Advance Wars 1.5* but remains breathtakingly tremendous.**

NGC
INDEPENDENT NINTENDO GAMING

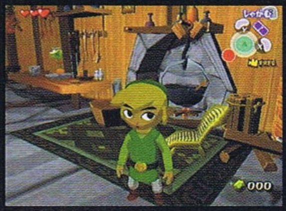
# 93

## FIVE FOR A PRIZE!

Of course, we could easily sit around all day making Top 5 lists, like crazed list-addict John Cusack. In fact, we often do. But, as ever, we want YOU to do the work now. You've seen the format over the past few months, so send in your own Top 5 lists, accompanied by **25 words** on each entry…

# NGC ESSENTIAL

## THE BEST CUBE GAMES MONEY CAN BUY…








### 1 THE LEGEND OF ZELDA THE WIND WAKER — 97

**NINTENDO ■ NGC/79**

The babbling nonsense of the internet whingers faded to a stunned silence when "Nu Celda" finally hit the shelves. It's an interactive experience that's as exquisitely fashioned as a Disney feature film, and doesn't lose any of the gameplay for it. Some interminable sailing sections spoil it a bit, and it's pretty short, but this is as close as 'art' and 'games' have been yet.

NGC STAR GAME

### 2 METROID PRIME — 97



**NINTENDO ■ NGC/79**

A polished, addictive stunningly immersive adventure-cum-shooter-cum-platformer that will make you cry when it's over. Pushes the envelope in every field. Classic.

NGC STAR GAME

### 3 SUPER MARIO SUNSHINE — 96

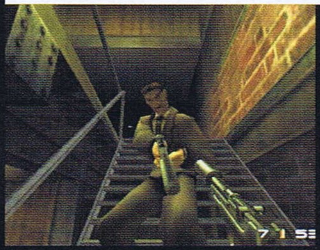


**NINTENDO ■ NGC/73**

Mazza's cleaning up oily muck on a tropical island put there by an evil villain. With all the intuitiveness, polished visuals, and sense of pure fun of *Mario 64*, this pushes all the right buttons.

NGC STAR GAME

### 4 TIMESPLITTERS 2 — 92



**EIDOS ■ NGC/72**

A stonker of a time-travelling FPS with more than a whiff of *GoldenEye*, *Timesplitters 2* crept out of nowhere to officially become Gamecube's finest example of the genre. Wick!

NGC STAR GAME

### 5 SUPER SMASH BROS MELEE — 91



**NINTENDO ■ NGC/68**

Eye-singeing multiplayer, ingenious moves, cameos from about every Nintendo character ever, and some of the sweetest looks yet squeezed from the Cube.

NGC STAR GAME

### 6 WAVE RACE BLUE STORM — 91

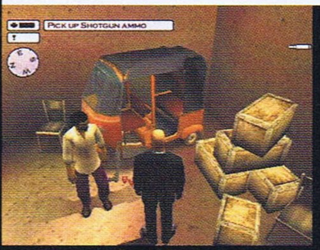



**NINTENDO ■ NGC/67**

Slight frame-rate problems in PAL, but *Blue Storm* is still a fabulous racer, replete with *the* most incredible water effects ever. Fast, dynamic, accessible and sublime to control.

NGC STAR GAME

### 7 HITMAN 2: SILENT ASSASSIN — 91




**EIDOS ■ NGC/82**

Tighten the fibre-wire and leave your morals at the door as Mr 47 brings his potent elimination simulation, freshly polished-up, to the Cube. This is stealthy, free-form gaming at its finest.

NGC STAR GAME

### 8 BURNOUT 2 — 90



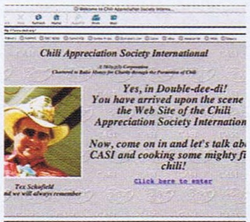

**ACCLAIM ■ NGC/80**

*B2* takes the best bits of the first game – bum-clenching speed and bone-crunching collisions – and welds them onto more modes than you can eat. A brilliant series refinement.

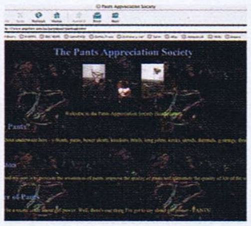
NGC STAR GAME

## TOP FIVE 'SOCIETY' WEB SITES

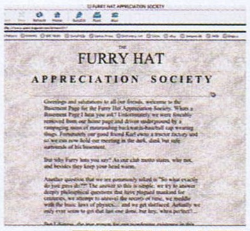
Didn't your mother tell you that 'Everyone's different, dear'? Witness these and rejoice. We ARE all different… very different.




CHILI



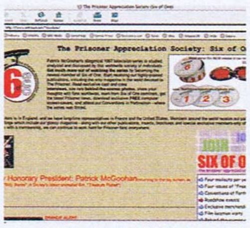

PANTS




FURRY HATS




PEANUT BUTTER




THE PRISONER

## 9 PHANTASY STAR ONLINE 90



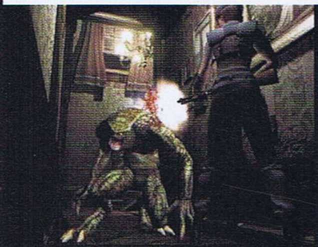
**ATARI ■ NGC/78**
Essentially *Gauntlet* with lots of numbers and menu screens, online *PSO* becomes an epic tale of crate-smashing, internet companionship, and fevered item collection. Blork!

## 10 SKIES OF ARCADIA LEGENDS 90



**ATARI ■ NGC/81**
Vast boat-based RPG ported from the Dreamcast. "It'll take away a chunk of your life and you won't want it back", says a man versed in such things. It's very good, apparently.

## 11 RESIDENT EVIL 89



**CAPCOM ■ NGC/72**
The classic zombie-horror fear-fest recreated to take advantage of the Cube's superior electrical witchcraft. Stunning, mesmerising visuals, unrivalled atmosphere and a brilliant storyline. Controls are still crap, though.

## 12 ETERNAL DARKNESS 89



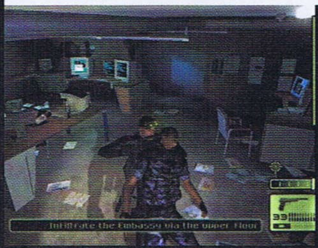
**NINTENDO ■ NGC/74**
A rollicking Lovecraftian yarn of ancient evils, *Eternal Darkness* replaces slick zombie-slaying action with a wonderfully creepy story told through a cast of 12 playable characters, and a truly innovative magic system.

## 13 CONFLICT DESERT STORM 89



**SCI ■ NGC/80**
If there's no war on and you're getting withdrawal symptoms, why not try this exemplary soldier sim? Tense and teeth-gritting, with a great tactical co-op mode. Brain-based fun for those nuclear winter evenings.

## 14 SPLINTER CELL 89



**UBI SOFT ■ NGC/81**
Starring Sam Fisher, a man with three green glowing eyeballs and powerful thigh muscles. Clanciverse stealth-fest with a gritty 'realistic' feel and the opportunity to operate various Clancy-approved hi-tech gizmos.

## 15 LUIGI'S MANSION 88



**NINTENDO ■ NGC/67**
With Mazza incarcerated in a haunted house by you-know-who, brother Luigi ushered in the year of the Cube in with this fantastically playable combination of *Super Mario World* and Ghostbusters. It's a little bit short, but still ace.

## 16 SUPER MONKEY BALL 88



**ATARI ■ NGC/67**
Ingenious simian-flavoured update of *Marble Madness*. Chuck in a monkey *Mario Kart*, pool, golf and 'springy boxing' and you've got one of the weirdest, most wonderful Gamecube games out there. Great stuff.

## 17 STAR WARS ROGUE LEADER 87



**ACTIVISION ■ NGC/68**
*Rogue Leader* bolts eye-popping renditions of the Battle of Hoth and the Trench Run onto silky-smooth space battles to produce the most memorable – and certainly the best-looking – Star Wars game yet. Well done, Lucas.

## 18 SSX TRICKY 87



**EA ■ NGC/69**
Has PS2 written all over it in big, fat neon letters, but still works wonders with your Cube. Fast, spectacular courses, shortcuts and secrets and some mid-piste scrappage make this conversion brilliant, *brilliant* entertainment.

## 19 LOST KINGDOMS II 87



**ACTIVISION ■ NGC/70**
CCG-ing comes to the Cube in this accomplished RPG, in which you collect cards and battle mythical monsters in pretty fantasy landscapes. Might not sound like much, but *Lost Kingdoms* is far more than the sum of its parts.

## 20 DEF JAM VENDETTA 87



**MAJESCO ■ NGC/82**
Wrestling thumpfest featuring all your favourite hip-hop artistes from 'the block'. Bone-crunching moves, booty with all that, and some 'sick' beats. But where are Flava Flav and Easy-E? Chekkit!

## TOP TEN GBA GAMES



**1 ADVANCE WARS**
A cute-looking turn-based strategy game it may be, but underneath is a frighteningly addictive, super-challenging masterpiece that'll hook anyone experiencing it. Frankly, one of the best games we've played.

**2 METROID FUSION**
Everything that has ever made *Metroid* great can be found here. A sprawling environment littered with baddies and an imposing difficulty level. It has a great link-up feature with *Prime* too.

**3 SUPER MARIO ADVANCE 2**
This slightly tweaked version of the SNES classic boasts a massive game world and some of the tightest level designs ever. Stone-cold classic.

**4 YOSHI'S ISLAND**
Stunning level design, fiendish puzzles and secrets all topped off with some beautiful pastel-shaded visuals. Another essential 2D platformer for GBA.

**5 SUPER MARIO KART ADVANCE**
Much like the superb SNES original: burn around multi-coloured tracks dishing out justice with weapons.

**6 STREET FIGHTER ALPHA 3**
An incredible conversion of one of the best fighters ever. Massive single-player and a brilliant two-player experience.

**7 BROKEN SWORD**
Perfect for those long journeys. A gripping storyline, sharp, sarcastic dialogue, some sweet visuals and a more efficient control system.

**8 CASTLEVANIA HARMONY OF DISSONANCE**
More accessible than its previous GBA outing, this is classic *'Vania*. Imaginative bosses, a steep challenge and very atmospheric.

**9 BALLISTIC ECKS VS SEVER 2**
Hands-down the best FPS on GBA. Technically brilliant, and both easier on the eye and more engaging than *Doom*.

**10 GRADIUS ADVANCE**
The best shooter on GBA, and it's doubtful many will ever get close. Classic *Gradius* gameplay, with innovative levels and fantastic bosses.

# NGC DIRECTORY

Your at-a-glance guide to everything the Cube has to offer…

## HOW IT ALL WORKS

*A little screenshot of the game in question…*

*Title, score, publisher and where to find the review.*

**ICARUSO** **94**



**PIGMANSOFT ■ NGC/000.9**
Insurmountably difficult vertically scrolling shoot-'em-up set inside a three-dimensional replica of NYPD Blue star David Caruso's torso.

*A brief outline of what to expect and whether you should consider it…*

### 18 WHEELER PRO AMERICAN TRUCKER — 48



**ACCLAIM ■ NGC/68**
Drive your truck from A to B and avoid 'smokey'. A bit like *Out Run* with 'rigs', but the arcade version with the sit-in cabinet was better.

### 2002 FIFA WORLD CUP — 30



**EA ■ NGC/69**
About as much fun as being told your parents have been crushed to death in a horrific car crash. And then contracting Weil's Disease.

### ACE GOLF — 74



**EIDOS ■ NGC/74**
A highly enjoyable, relaxing sticksie-ball game that treads a pleasant middle-ground between fun and serious.

### AGGRESSIVE INLINE — 81



**ACTIVISION ■ NGC/72**
Gentle *Tony Hawk's* alterno-clone – this time you're skating around massive arenas, 'busting' tricks on a pair of them there 'roller-boots'.

### ATV QUAD POWER RACING 2 — 70



**ACCLAIM ■ NGC/77**
*Wave Race* on land with bouncy farming utility vehicles. Competent enough, but there's plenty of superior racing fare out there.

### BALDUR'S GATE DARK ALLIANCE — 80



**VIVENDI ■ NGC/ 81**
Dungeon-slashing adventurising with less numbers and beards and a special two-player flavour added to the mix. Actually quite good.

### BARBARIAN — 70



**VIRGIN ■ NGC/72**
A button-mashing fantasy battler complete with fully-smashable arenas. Fun for a while – but it's not as good as *Smash Bros.*

### BATMAN: DARK TOMORROW — 15



**KEMCO ■ NGC/ 81**
Bats stars in Gamecube's most arse-clenchingly bad title to date. And it's not even funny-bad. Clunky, dull, gameplay-free superheroics.

### BATMAN VENGEANCE — 70



**UBI SOFT ■ NGC/67**
Cel-shaded platforming cartoon bat-action. One of the first Cube games that came out – but it's looking pretty ropey already.

### BEACH SPIKERS — 79



**ATARI ■ NGC/72**
Volleyball, as played on sand. Brilliantly addictive with four players, but the single-player's longevity lets the side down.

### BIG AIR FREESTYLE — 28



**ATARI ■ NGC/75**
Yet another awful off-road bike title. The kind of game that makes you want to cry the second you've started playing. Don't bother.

### BIG MUTHA TRUCKERS — 71



**EMPIRE ■ NGC/83**
A cross between *Elite* and Smokey and The Bandit, but with The Reynolds replaced by stinking wall-eyed stereotypical hillbillies. Nice.

### BLOOD OMEN 2 LEGACY OF KAIN — 72



**EIDOS ■ NGC/77**
Gamecube's other undead hack-fest. After 1,000 years of slumber, evil vampire lord Kain is awake and hungry. Breakfast, anyone?

### BLOOD RAYNE — 65



**VIVENDI ■ NGC/79**
Vampire fun. Dismember Nazis, fire a staggering array of period weaponry, and battle an *evil priest* driving an *armoured pulpit*. Yup.

### BLOODY ROAR: PRIMAL FURY — 74



**ACTIVISION ■ NGC/68**
Competent-enough morphing-into-animals fighting shenanigans, but *Capcom vs SNK* and *Mortal Kombat* have since surpassed it.

### BMX XXX — 48



**ACCLAIM ■ NGC/76**
Childish, boring BMX game featuring pneumatically-enhanced strippers showing you their nipples. Get a girlfriend instead.

## TOP FIVE WAYS TO PLAY RESI EVIL



**IN A SMALL CUPBOARD**
In my experience there is absolutely nothing like a little mild claustrophobia to help boost the tension. The more cluttered the cupboard, the better.

**WITH THE HEATING TURNED UP**
Switch anything that produces heat up to full capacity and wrap yourself in hot water bottles. Now feel the sweat on your face as those scrabbling noises get closer and closer. Magic.

**WITH YOUR GRANDAD**
…or other elderly member of the family. Simply play through to a choice zombie attack and once they've finished having their heart attack, sue Capcom for the damages. Result!

**WHILE DRINK DRIVING**
Since they banned mobiles, you gotta do something while hurtling down the M1 at 90mph. Helps you ignore all those sirens, too.

**ROUND THE BACK OF THE LOCAL KEBAB SHOP**
With smell-o-vision still in development behind the gates of Area 51, this is the only way of truly experiencing the smell of rotting flesh. Luverly.

**Arthur Plant from Thornhill, Scotland** wins the elastic band ball sitting on Dan's desk. Oh alright, and maybe a GBA game as well.

### BOMBERMAN GENERATIONS — 70



**VIVENDI ■ NGC/76**
Yet another update of the venerable arson franchise. Single-player is enjoyable if a little tedious; four-player is as addictive as it ever was.

### BURNOUT — 86



**ACCLAIM ■ NGC/67**
With bone-splintering, spectacular crashes and twitchy, inch-perfect handling, *Burnout* is a dream of a game, even if it's over a bit quickly.

### CAPCOM VS SNK 2 EO — 79



**CAPCOM ■ NGC/72**
A great game, but purist retro freaks will want to fork out for one of those enormous, clunky arcade sticks to get the most from it…

### CASTLEWEEN — 16



**WANADOO ■ NGC/ 81**
Unfairly difficult dismal platforming tedium with some kind of cartoony black magic schtick going on. *Crash Bandicoot*'s idjut brother.

### CEL DAMAGE — 60



**EA ■ NGC/66**
Silly cel-shaded car-combat game in the vein of violent Warner Bros cartoons. Far too manic and confusing for its own good.

### CRASH BANDICOOT THE WRATH OF CORTEX — 40



**VIVENDI ■ NGC/75**
One of the worst ports we've seen – and of a game that was a stinking load of crap to begin with, too! Avoid like death himself.

### CRAZY TAXI — 70



**ACCLAIM ■ NGC/67**
Ancient title that's so old it's now been included as one of the minigames in *GTAIII*. Creaky graphics, but still good fun.

### DAKAR 2 — 79



**ACCLAIM ■ NGC/80**
Driving around in a vast expanse of dirt, all on your own, for days on end? *Dakar 2* somehow manages to make this into pretty good fun.

### DARK SUMMIT — 51



**THQ ■ NGC/69**
Think *SSX Tricky* but with all the speed, style and entertainment removed with near-surgical precision. A waste of time.

### DAVE MIRRA 2 FREESTYLE BMX — 75



**ACCLAIM ■ NGC/67**
Pornography-free moto-cross game that's actually good. Slick, smooth with big arenas – but this will only appeal to the BMX hardcore.

### DIE HARD VENDETTA — 80



**VIVENDI ■ NGC/74**
Wear a vest and shoot holes in people who look like terrorists, so America can enjoy one more night of guiltless slumber. Sweary.

### DEAD TO RIGHTS — 60



**EA ■ NGC/83**
What if Max Payne had an evil attack dog? Mindless third-person ultraviolence. JACK SLATE is PISSED OFF and wants to HURT SOMEONE!

### DEFENDER — 50



**MIDWAY ■ NGC/79**
Rather pointless 3D update that makes one of the hardest-core arcade classics really easy, and by extension, depressingly dull.

### DISNEY'S MAGICAL MIRROR — 26



**DISNEY ■ NGC/73**
A cruel form of torture as The Mouse patronises his way through this hideous 'adventure'. Almost Beckettian in its non-eventfulness.

### DISNEY SPORTS BASKETBALL — 55



**KONAMI ■ NGC/82**
Strip away the franchised exterior and it's another pointlessly simple Sports title. Soon to follow: *Disney Sports Russian Roulette*.

### DISNEY SPORTS FOOTBALL — 69



**KONAMI ■ NGC/76**
Oddly enough, this isn't anywhere near as bad as you may think. It's an amusing, simple footie game, ideal for younger gamers.

### DISNEY SPORTS SKATEBOARDING — 64



**KONAMI ■ NGC/80**
The Mouse and his irritating friends have a crack at busting tricks on half-pipes. Walt must be spinning in his cryogenic storage-pod by now.

### DONALD DUCK GOIN' QUACKERS — 32



**UBI SOFT ■ NGC/68**
A bit like *Crash Bandicoot*, except with The Duck in charge, wearing a sailor's costume and going bthackakackthh. Also total rubbish.

### DOSHIN THE GIANT — 62



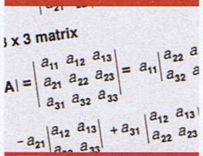
**NINTENDO ■ NGC/74**
Quirky title that puts you in charge of a giant schizophrenic yellow man who must help/hinder indigenous islanders. A little short-lived.

### DR MUTO — 70



**MIDWAY ■ NGC/79**
Amusing mad-doctor platforming game where you have to mutate into different animals to solve puzzles. Science is fun after all!

### TOP FIVE MATRICES (IN HONOUR OF THE MATRIX)




**FOR AN ANTI-CLOCKWISE ROTATION THROUGH Q ABOUT THE ORIGIN**

$$\begin{pmatrix} \cos\theta & -\sin\theta \\ \sin\theta & \cos\theta \end{pmatrix}$$

**FOR A REFLECTION IN THE LIN Y= (TAN θ)X**

$$\begin{pmatrix} \cos2\theta & \sin2\theta \\ \sin2\theta & -\cos2\theta \end{pmatrix}$$

**THE IDENTITY MATRIX**

$$\begin{pmatrix} 1 & 0 \\ 0 & 1 \end{pmatrix}$$

**A DIAGONALISED MATRIX**

$$\begin{pmatrix} 1\lambda & 0 \\ 0 & 2\lambda \end{pmatrix}$$

**THE ZERO MATRIX**

$$\begin{pmatrix} 0 & 0 \\ 0 & 0 \end{pmatrix}$$

Christopher Berry of Worcester wins a copy of Milan Kundera's The Unbearable Lightness of Being. Well, some game-branded apparel sitting in a box over there, anyway. Cool!

### DRIVEN — 60



**BAM ■ NGC/68**
Very basic, very short game of the appaling film about driving fast in a large circle. Filling up bargain bins worldwide as we speak.

### EGGO MANIA — 49



**KEMCO ■ NGC/72**
Rubbish take on *Tetris* that, mystifyingly, involves ovulations. Wouldn't look out of place on an Amiga. Pointless in every way.

### ENTER THE MATRIX — 73



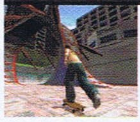
**ATARI ■ NGC/ 81**
Take the red pill and find out how vaguely disappointing this movie tie-in is. After all the hype we were expecting something really special.

### ESPN INTERNATIONAL WINTER SPORTS 2002 — 37



**KONAMI ■ NGC/67**
Winter sports game combining tiresome button-mashing antics with equally dull timing and precision exercises. Dull.

### EVOLUTION SKATEBOARDING — 78



**KONAMI ■ NGC/79**
Snazzy-looking *Hawk's* clone, but then, as they said in the old Galaxy ads, why have cotton when you can have silk? Or something like that.

### EVOLUTION SNOWBOARDING — 23



**KONAMI ■ NGC/79**
Fight bad guys while sliding down a mountain on a tray. Somehow even worse than *Dark Summit*. Games like these should be made illegal.

### EXTREME G 3 — 85



**ACCLAIM ■ NGC/67**
A bit of an underrated gem, *XG 3* offers pulse-shattering speed, huge, tracks, some ingenious weaponry and eye-spanking visuals.

### F1 2002 — 67



**EA ■ NGC/71**
Rock-hard racing simulator your dad will enjoy. Also features humourless German driving robot M Schumacher version 1.0.

### F1 CAREER CHALLENGE — 81



**EA ■ NGC/83**
Densely packed representation of the glamourous world of F1 team management. At least it lets you take the cars for a spin as well.

### FIFA 2003 — 83



**EA ■ NGC/75**
EA finally remember how good football games are made. Actually a bit better than *ISS 2*. Need we say it's also a vast improvement?

### FIREBLADE — 59

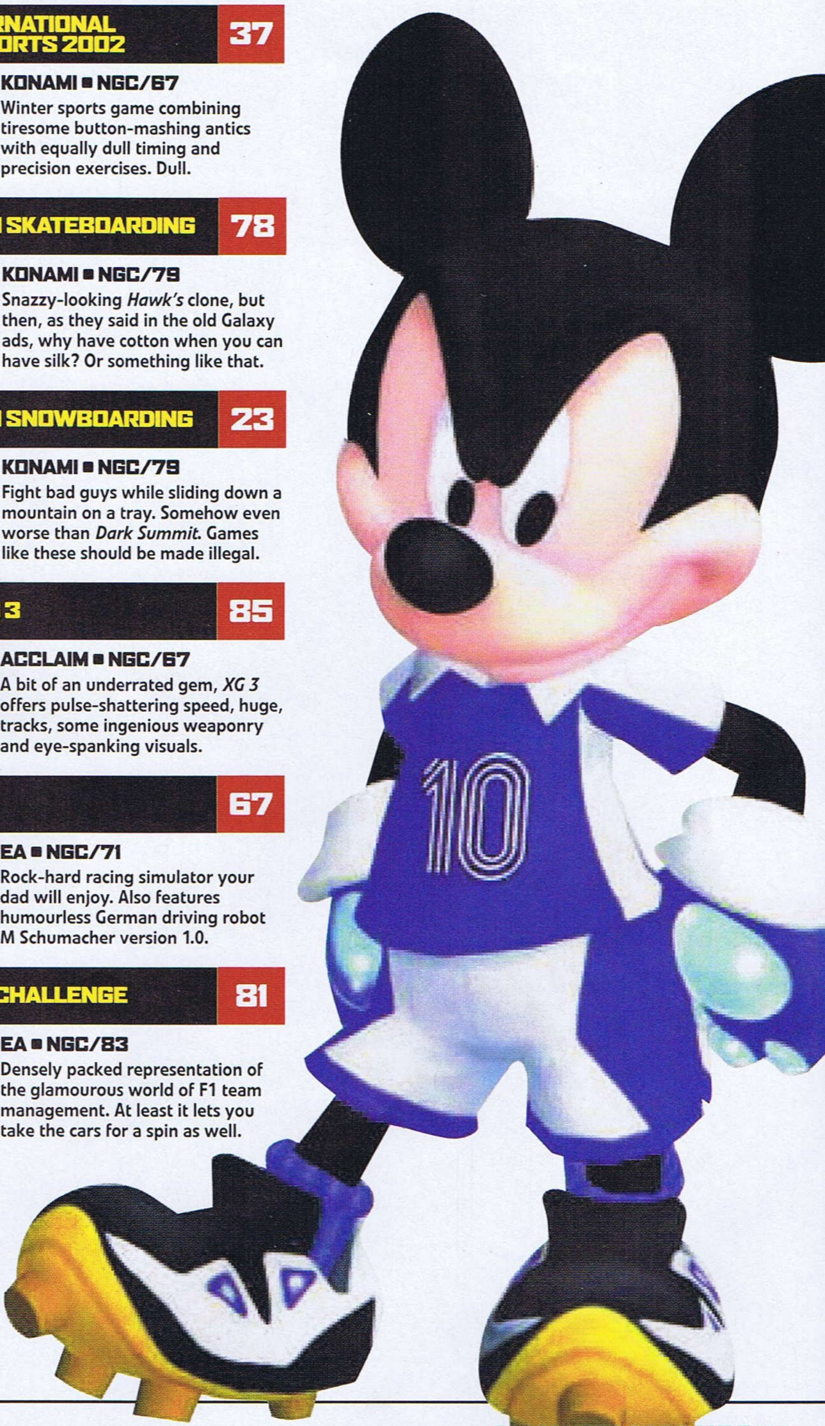


**MIDWAY ■ NGC/77**
Nondescript brain-free helicopter game that will appeal to military memorabilia-collecting psychos and likers of bad 80s Vietnam 'movies'.

### FROGGER BEYOND — 59



**KONAMI ■ NGC/80**
The current trend of 'improving' ancient games by making them 3D taken to its most extreme conclusion. Functional gaming.



# DIRECTORY

Every Gamecube game ever... rated!

### GAUNTLET: DARK LEGACY — 25



**MIDWAY ■ NGC/68**
We'd be far more comfortable with this travesty if we'd had it inserted rectally. An insult to the legacy of a venerable arcade classic.

### GODZILLA: DESTROY ALL MONSTERS MELEE — 68



**ATARI ■ NGC/74**
Lots of good stompy, building-smashing monster fun in multiplayer mode, but otherwise a little weak. Get *Smash Bros* instead.

### HARRY POTTER AND THE CHAMBER OF SECRETS — 78



**EA ■ NGC/75**
Attractive and competent enough adaptation of Potter's film – but rather easy with it. Only die-hard speccy wizard fans need apply.

### HOT WHEELS: VELOCITY X — 45



**THQ ■ NGC/75**
Basic racing/car-combat game based on plastic toys. Perhaps even coded in basic. Strictly for the very, very young. Or very stupid.

### HULK — 65



**VIVENDI ■ NGC/82**
Get angry, turn green, and, yes, SMASH your way through levels of puny soldiers. Also stealth with the rather more boring Bruce Banner.




### IKARUGA — 85



**ATARI ■ NGC/ 80**
Classically old-style shooter – originally designed for robots, now available for human consumption. *Ikaruga* is very, very, very hard.

### ISS 2 — 83



**KONAMI ■ NGC/68**
A winning formula mystifyingly tarnished with unnecessary 'improvements'. Still good – but also a step backwards.

### ISS 3 — 78



**KONAMI ■ NGC/82**
The once-invincible football series sinks ever lower with a misguided new 'close-up' mode. And still no sign of *Winning Eleven 6* for Europe.

### JAMES BOND 007 AGENT UNDER FIRE — 70



**EA ■ NGC/70**
Slog around workaday gameplay in off-the-peg shooter upholstery, shooting baddies with ping-pong balls. Strangely unsatisfying.

### JAMES BOND 007: NIGHTFIRE — 72



**EA ■ NGC/75**
The best Bond game on GC so far – and done with some flair – but tasty visuals can't hide an FPS that's a little lacking overall.

### JEDI KNIGHT II — 67



**ACTIVISION ■ NGC/75**
A seriously disappointing PC conversion of an overrated shooter. Huge game, but quite tedious. Does little to improve on *Dark Forces*.

## SENSE TALK CODES OF BUSHIDO



**DECISIONS**
"With an intense, fresh and undelaying spirit, one should make his judgments within the space of seven breaths. It is a matter of being determined and having the spirit to break right through to the other side."

**MATTERS**
"Matters of great concern should be treated lightly. Matters of small concern should be treated seriously."

**MOMENTS**
"There is surely nothing other than the single purpose of the present moment. A man's whole life is a succession of moment after moment. If one fully understands the present moment, there will be nothing else to do, and nothing else to pursue."

**ANIMALS**
"Tether even a roasted chicken; continue to spur a running horse."

**THE END**
"The end is important in all things."

**Yamamoto Tsunetomo from 17th Century Feudal Japan** wins a copy of *Shogun: Total War* for PC, worth £9.99!

### JEREMY MCGRATH SUPERCROSS WORLD — 20



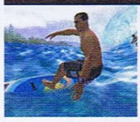
**ACCLAIM ■ NGC/69**
Like a horrible nightmare about doing cross-country wearing nothing but steel-wool pants and barbed-wire flip-flops.

### JIMMY NEUTRON BOY GENIUS — 18



**THQ ■ NGC/78**
Tedious, sorry, devoid-of-inspiration 'puzzle' game ('Y'know – for kids!') that actually manages to out-borify *Universal Studios*.

### KELLY SLATER'S PRO SURFER — 75



**ACTIVISION ■ NGC/73**
Same old nutritious trick-based extreme-sports diet as usual, but this time in tubes made of water. Actually quite good fun, for a while.

### KNOCKOUT KINGS 2003 — 79



**EA ■ NGC/75**
If the more arcadey nature of *Rocky* doesn't sit all that well with you, then it's worth giving this face-smashing simulator a go.

### LEGENDS OF WRESTLING — 47



**ACCLAIM ■ NGC/69**
The gimmick of bringing back old-skool 'rasslers' is nowhere near enough to make this any good. A shambolic licensing cash-cow.

### LEGENDS OF WRESTLING II — 50



**ACCLAIM ■ NGC/76**
Practically the same game as above. Yet another travesty of a wrestling game, made only marginally better thanks to the likes of Big Daddy.

### THE LORD OF THE RINGS THE TWO TOWERS — 68



**EA ■ ISSUE 78**
Repetitive hacking game with faint RPG overtones. Guide your man through endless levels making goblin prosciutto and orc sausages.

### LOST KINGDOMS — 86



**ACTIVISION ■ 1 ■ NGC/70**
Collect, er, cards, and battle mythical monsters with them in pretty fantasy landscapes. The sequel does is a bit better, though.

### MARIO PARTY 4 — 68



**NINTENDO ■ NGC/75**
Disappointing stuff. It's not bad if you're in the mood for boardgame party fun, but it's done very little to improve on the originals.

### MAT HOFFMAN'S PRO BMX 2 — 70



**ACTIVISION ■ NGC/75**
Another decent-enough extreme sports sim. A bit slicker than *Dave Mirra*, but with smaller, tighter arenas. Does the job.

### MEDAL OF HONOR FRONTLINE — 74

**EA ■ NGC/75**
Saving Private Ryan-style FPS set during World War II. Looks rather ropey in places, but it's atmospheric and highly enjoyable.

### MEN IN BLACK II ALIEN ESCAPE — 45

**ATARI ■ NGC/78**
Rubbish off-the-peg third-person shooting game of the rubbish off-the-peg movie sequel. Did we say it was rubbish?

### MICRO MACHINES — 57

**ATARI ■ NGC/78**
Like the recipe for bread or wine gums, *Micro Machines* doesn't change much, and this iteration is certainly no exception.

### MINORITY REPORT — 39

**ACTIVISION ■ NGC/77**
Astonishingly brutal third-rate ass-whupping game that takes place on the sets of a Spielberg movie. Utterly, relentlessly violent.

### MORTAL KOMBAT DEADLY ALLIANCE — 80

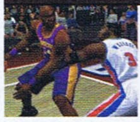
**MIDWAY ■ NGC/77**
The best *Kombat* yet! The spine-ripping, blood-feasting yarn finally gets the update it deserves on Gamecube. Finish him!

### MX SUPERFLY — 63

**THQ ■ NGC/73**
An MX game that handles like you're driving space bikes on the surface of the moon. The best of a very bad bunch, though.

### MYSTIC HEROES — 71

**THQ ■ NGC/75**
Simplistic, repetitive 3D *Gauntlet*-style slash-'em-up that's somehow strangely entertaining and charming. Well, Geraint thinks so.

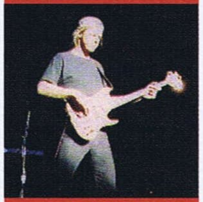
### NBA 2K3 — 85

**ATARI ■ NGC/79**
A titan of a basketball game that puts all others to shame. Great gameplay complements a brilliantly engrossing career mode.

### NBA COURTSIDE 2002 — 79

**NINTENDO ■ NGC/68**
The second-best basketball sim available, but it's still lacking somewhat. Strictly for hardcore fans of the Ball of B.

### NBA LIVE 2003 — 70

**EA ■ NGC/75**
The predictable common-or-garden yearly EA update. Solid gameplay; lots and lots of lovely numbers; not much different from last year.

## TOP FIVE GUITAR SOLOS


**MOONLIGHT SHADOW**
Oldfield, M
Required: Tubular Bell-ringing, session musicians
Weapon of choice: Some kind of synth guitar made out of space-plastic

**FREEBIRD**
Collins, A
Required: Calloused fingers; slide work; long greasy hair and Southern pedigree.
Weapon of choice: Gibson SG with reversed pickups

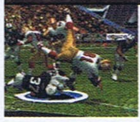
**BOHEMIAN RHAPSODY**
May, B
Required: Intense rocking; massive hair; degree in Astronomy
Weapon of choice: Guitar made by dad out of old fire surround

**SULTANS OF SWING**
Knopfler, M
Required: Some fingerpicking involved
Weapon of choice: Fender Stratocaster (off-white)

**HOTEL CALIFORNIA**
Walsh, J/Felder, D
Required: Twin-guitar duetting skills.
Weapons of choice: 1959 Gibson Les Paul

### NEED FOR SPEED 2 HOT PURSUIT — 69

**EA ■ NGC/74**
Ironically slow, sluggish, speed-free racer. Yet another lazy port that's ruined what was originally a pretty entertaining franchise.

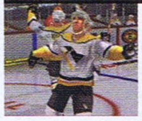
### NFL 2K3 — 86

**ATARI ■ NGC/79**
A meaty gridiron sim that's a real threat to the *Madden* franchise. Bags of management roughage don't detract from the gameplay.

### NHL 2003 — 64

**EA ■ NGC/75**
A more realistic approach to ice hockey which, while decent enough, isn't particularly fast or – more importantly – fun.

### NHL 2K3 — 72

**ATARI ■ NGC/80**
Massively complicated ice hockey title, with stodgy and unwieldy gameplay. In a similar vein to *NFL 2K3*, but doesn't quite pull it off.

### NHL HITZ 20-02 — 79

**MIDWAY ■ NGC/67**
Exaggerated ice hockey title in a similar vein to Midway's *Red Card*, where the sticks aren't just there for hitting the puck.

### NHL HITZ 20-03 — 65

**MIDWAY ■ NGC/74**
Another year, another dose of frantic ice action. Still better than EA's take on the game – not much cop on the original, mind.

### PAC-MAN WORLD 2 — 70

**EA ■ NGC/78**
The Pac is back for some hilarious retro-themed platforming fun. Shamelessly pilfers absolutely everything from *Mario 64.*

### PIKMIN — 86

**NINTENDO ■ NGC/80**
Created using textures from Shigsy's own garden. A wonderful real-time strategy with multi-coloured vegetable men.

### PRO RALLY 2002 — 58

**UBI SOFT ■ NGC/74**
An okay game completely and ruthlessly dragged down by its thoroughly awful, frustrating handling. Leave well alone.

### PRO TENNIS WTA TOUR — 48

**KONAMI ■ NGC/74**
The only tennis game on Gamecube so far, but with rubbish non-analogue controls and some distinctly whiffy visuals.

### RALLY CHAMPIONSHIP — 74

**SCI ■ NGC/78**
Surprisingly solid, does nearly all the things a rallying game should. Should do the job until *Colin McCrae* finally sees the light of day.

### RAYMAN 3: HOODLUM HAVOC — 84

**UBI SOFT ■ NGC/78**
The limbless floppy-haired French Freak™ has the last laugh with a Rayman game that, insists our correspondent, is actually good.

### RED CARD 20-03 — 78

**MIDWAY ■ NGC/71**
Violent football game where you mince opponents with stud and fist until the meat shows. Should be called *Roy Keane's Red Card 20-03.*

### REIGN OF FIRE — 59

**BAM ■ NGC/76**
A poor game of an equally poor film, even if you do get to burn stuff. Some nice ideas ruined by dodgy physics and controls.

### RED FACTION II — 66

**THQ ■ NGC/82**
Shoot decadent capitalist scum in the face, and maybe blow some holes in walls too, in this distinctly average brown fighting game.

### RESIDENT EVIL ZERO — 85

**CAPCOM ■ NGC/ 78**
*Resi Zero* ditches the old solo formula for a two-character system. Great set-pieces, looks lovely… it's more *Resi,* basically.

### RESIDENT EVIL 2 — 62

**CAPCOM ■ NGC/81**
Experience the shambling, undead terror of original PSone graphics! Revisit Leon, Claire and their blocky unwashed friends for just… £30?!

### RESIDENT EVIL 3: NEMESIS — 65

**CAPCOM ■ NGC/ 81**
Braaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaiiiiiiiiiiiiiiiiiiiiiinnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnnssssssssssssssssssssssss! Etcetera.

### ROBOTECH: BATTLECRY — 77

**TDK ■ NGC/77**
Stompy king-size robots go to war in the game of the crazy Japanese cartoon franchise. Not bad at all, as far as stompy robot games go.

### ROCKY — 78

**RAGE ■ NGC/74**
A solid fighter where you guide Rockys one through five to punching greatness. Great two-player, loads of unlockable extras.

# DIRECTORY

Every Gamecube game ever... rated!

### SCOOBY DOO NIGHT OF 100 FRIGHTS! — 36



**THQ ■ NGC/74**
Platforming non-action that will hold your interest no longer than half an hour, or until you need to go to the toilet; whichever comes first.

### THE SCORPION KING — 30



**VIVENDI ■ NGC/75**
Bad. Very bad. Guide a poor approximation of The Rock around and hit bad guys over and over until they bleed from the eyeholes.

### SEGA SOCCER SLAM — 67



**ATARI ■ NGC/74**
Another cartoonish footie game with a major interest in violence and OTT moves. Cracking in multiplayer – poor on your own.

### THE SIMPSONS: ROAD RAGE — 52



**EA ■ NGC/68**
A really quite bad *Crazy Taxi* rip-off, with various Simpsons characters bolted on, spewing repetitive 'funny' one-liners.

### THE SIMS — 81



**EA ■ NGC/79**
Highly addictive people simulating comes to the Cube. A great sense of humour and endless potential for interior decoration and/or mischief.

### SMUGGLER'S RUN WARZONES — 78



**ROCKSTAR ■ NGC/73**
Impressive, hee-uge landscapes and fast-paced 'racing' in buggies and jeeps are let down by repetitive gameplay and awful robot music.



### SONIC ADVENTURE 2 BATTLE — 70



**ATARI ■ NGC/67**
Sega's annoying mascot on Gamecube, now with an extra dimension added for some reason. Does anyone care anymore?

### SONIC ADVENTURE DX DIRECTOR'S CUT — 38



**ATARI ■ NGC/83**
A GBA link-up feature for the Cube, but otherwise a straight port of a game that was already rubbish to begin with. Enough is enough.

### SONIC MEGA COLLECTION — 70



**ATARI ■ NGC/79**
If you have a hopeless retro arcade problem, you could do worse: seven Sonic games on one disc, accurate down to even the loading times!

### SPEED KINGS — 57



**ACCLAIM ■ NGC/83**
Wannabe *Burnout* with motorised velocipedes and, strangely, lots of sliding under lorries involved. Otherwise bland and unnecessary.

### SPIDER-MAN: THE MOVIE — 72



**ACTIVISION ■ NGC/69**
Dodgy control and camera issues are the only problems with this enjoyable platform adventure. Voiced by the original cast, too.

### SPY HUNTER — 55



**MIDWAY ■ NGC/68**
Appaling frame-rate, nasty course design and dull linear racing make this one to avoid. Yet another pointless, crappy remake.

### SPYRO: ENTER THE DRAGONFLY — 40



**VIVENDI ■ NGC/75**
Much like *Crash Bandicoot*, this is another shoddy port of a game that was never really much fun in the first place.

### STAR WARS BOUNTY HUNTER — 68



**ACTIVISION ■ NGC/77**
The panting, pot-bellied, totally rubbish space-assassin gets the *Tomb Raider* treatment in this distinctly average game.

### STAR WARS THE CLONE WARS — 71



**ACTIVISION ■ NGC/75**
Enjoyable *Battlezone*-style tank blaster set around Episode II – not quite as good as *Rogue Leader*, but still fun all the same.

### STARFOX ADVENTURES — 72



**NINTENDO ■ NGC/74**
Disappointing adventure that's way too easy and linear. Not awful, but should have been far better. Hardly a fitting send-off for Rare, either.

## TOP FIVE TRAMPS



**TRAMP ODD COUPLE**
Walking on opposite sides of the street, conducting shouty/sweary argument about something or other. "Sod off." "No, you sod off." Etcetera.

**POSH TRAMPS**
Nike Air trainers, Stüssy T-shirt, and a better mobile phone than you. Buys booze from Waitrose. "Spare a fiver, mate? Me parking meter's running out." Yeah, right.

**MUSICAL TRAMPS**
Also includes painting or street performance sub-genres. Continuously playing Amazing Grace/Greensleeves/ Theme from Superman on a school recorder next to cash machine. Often found digging tunnels under the fence at Glastonbury and charging £30 a pop.

**CLASSIC TRAMPS**
Covered in what appears to be oil; massive beard; wrapped in 19 padded coats in varying states of disintegration. Totally unable to speak/eat/ walk, yet capable of counting the exact change in coppers required for a two-litre bottle of Frosty Jack's (*qv* last month). Likely to be waiting for Godot.

**SCARY DRUNK MAD TRAMPS**
Found outside branches of Superdrug, scaring grannies and screaming "Gizzuzz a fag, you little bastards!" at bewildered five-year-old children. Often shirtless, covered in stab scars, and carrying a bottle of Blue Nun.

### THE SUM OF ALL FEARS — 25



**UBI SOFT ■ NGC/76**
One of the most technically inept games we've ever played. Clancy says bury the copies in the Arizona desert before anyone notices.

### SUMMONER A GODDESS REBORN — 68



**THQ ■ NGC/79**
As much levelling-up and numbers floating out of people's heads that you can eat. Crappy visuals, but a sprawling, engrossing adventure.

### SUPER BUBBLE POP — 65



**JALECO ■ NGC/78**
Kind of *Tetris*-y flavoured *Bust-a-Move* for the Sunny Delight generation, with chemically-induced visuals and music. Wick.

### SUPERMAN: SHADOW OF APOKOLIPS — 60



**ATARI ■ NGC/ 81**
Supes redeems himself somewhat with this serviceable, stylised and, most importantly, maze-free effort based on the animated cartoons.

### SUPER MONKEY BALL 2 — 82



**ATARI ■ NGC/78**
The apes are back with levels even harder of core, and a mental new story mode involving love, betrayal and heinous banana-theft.

### SX SUPERSTAR — 71



**ACCLAIM ■ NGC/83**
Fairly unassuming Moto-Cross scrambling, interestingly enhanced with a *Def Jam*-style career mode than involves girlfriend upgrades.

### TARZAN FREERIDE — 59



**UBI SOFT ■ NGC/67**
Disney. Platformer. Do we really need to say any more? Workaday, jungle-based gameplay with the Seventh Earl of Greystoke.

### TAZ WANTED — 52



**ATARI ■ NGC/72**
Some of the worst level design we've ever seen in this middling, frustrating cel-shaded *Mario*-wannabe platformer.

### TETRIS WORLDS — 38



**THQ ■ NGC/73**
THQ manage to ruin one of the Best Games Ever by trying to make it 'better'. Again. Will anyone stop these people before it's too late?

### TIGER WOODS PGA TOUR 2003 — 82



**EA ■ NGC/75**
The world most efficient golf robot gets his own game. Actually really good, in a surprisingly arcadey way. Nice graphics, too.

### TOM CLANCY'S GHOST RECON — 66

**UBI SOFT ■ NGC/79**
Clancy has yet another go at squad-based tactical ops, and this time things run a little bit more smoothly. Entertaining stuff.

### TONY HAWK'S PRO SKATER 3 — 87

**ACTIVISION NGC/67**
Mental grinds and stunts backed up by a mountain of hidden extras and vast skate parks – if you haven't tried *Hawk's*, now's the time.

### TONY HAWK'S PRO SKATER 4 — 85

**ACTIVISION ■ NGC/75**
No time limits (hurrah!) and some great RPG elements and minigames complement the larger areas in *TH4* – a well-tweaked fourquel.

### TOP ANGLER — 35

**XICAT ■ NGC/81**
Generic fishing game, predictably involving bass, that doesn't even get the basics of its limited genre right. Somewhat tiresome.

### TOP GUN: COMBAT ZONES — 71

**VIRGIN ■ NGC/72**
Tail-riding, wingman-being movie-based flyboy antics. GC's only flight 'sim' – pretty challenging, but we recommend you try it first.

### TUROK EVOLUTION — 71

**ACCLAIM ■ NGC/73**
Relatively disappointing dino-hunting FPS sequel. Not as bad as *Turok 3* on the N64, but serious niggles let the series down badly.

### TY THE TASMANIAN TIGER — 60

**EA ■ NGC/76**
As average a platformer as you'll find, with an Antipodean twist. It's a solid example of the genre but nothing more or less.

### UFC THROWDOWN — 51

**UBI SOFT ■ NGC/73**
Highly amusing freestyle thump-fest, where you lead your oily, grunting man to victory in some vague Greek-style athletic contest.

### UNIVERSAL STUDIOS — 24

**KEMCO ■ NGC/67**
Anyone who makes a game that has you picking up rubbish deserves to be shot in the kneecaps, stuffed into a suitcase and hurled into the sea.

### V-RALLY 3 — 68

**ATARI ■ NGC/82**
Speedy rallying game that wouldn't be so much of a terrible drag if they could have concentrated on the basics first. Like, er, the steering.

## PAUL'S SENSE TALK



**BEING COOL**
"Feet, hands… they're the radiators of the body, mate."

**BRIGHT SIDES**
"Always remember when making plans, that the worst-case scenario involves the entire world being destroyed."

**CALLING ALL SUPERVILLAINS**
"On discovering your arch-nemesis snooping around your secret facility, do you send him on a guided tour conducted solely by one of your most beautiful, corruptible and easily overpowered female assistants? Or do you shoot him in the head on sight? That's my point exactly. They deserve to lose."

**CONVERSATION**
"Talking to some people is like standing in the spray of a muckspreader."

**ON NUMERACY**
"Those three girls there. They look very alike, don't they? I'll bet you my trousers they're twins."

Sense Master Paul Edwards wants your Sense Talks, mate! Send them to him at **paul.edwards@futurenet.co.uk** or to Sense Talk at the usual address.

### WARIO WORLD — 86

**NINTENDO ■ NGC/83**
The drunken, purple-nosed anti-Mario gets his own game at last. A funtastic, surreal frenzy of lowbrow humour and monster-hitting. Waah!

### VIRTUA STRIKER 3 V2002 — 55

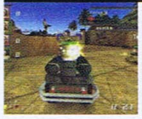
**ATARI ■ NGC/69**
Nice to look at, horrible to play. Rubbish AI and unwieldy controls make for a crap game of footie. Did we say it looked nice?

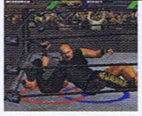
### WORMS BLAST — 63

**UBI SOFT ■ NGC/74**
Annelids go to war (again). Kinda like *Bust-a-Move* in a puzzly-action kind of way, except this isn't anywhere near as good.

### WRECKLESS THE YAKUZA MISSIONS — 51

**ACTIVISION ■ NGC/75**
Drive around like a lunatic and smash up cars and everything else that gets in your way. Sub-*Burnout* road-accident nonsense.

### WWE CRUSH HOUR — 43

**THQ ■ NGC/83**
Those magnificent greasy fighting men climb aboard magnificent greasy fighting machines for some unlikely *Vigilante 8*-style 'thrills'.

### WWE WRESTLEMANIA X8 — 70

**ACTIVISION ■ NGC/72**
Okay wrestler, but with nothing particularly new and a way-too-familiar engine. Still, if you must insist in buying these things…

### X-MEN: NEXT DIMENSION — 55

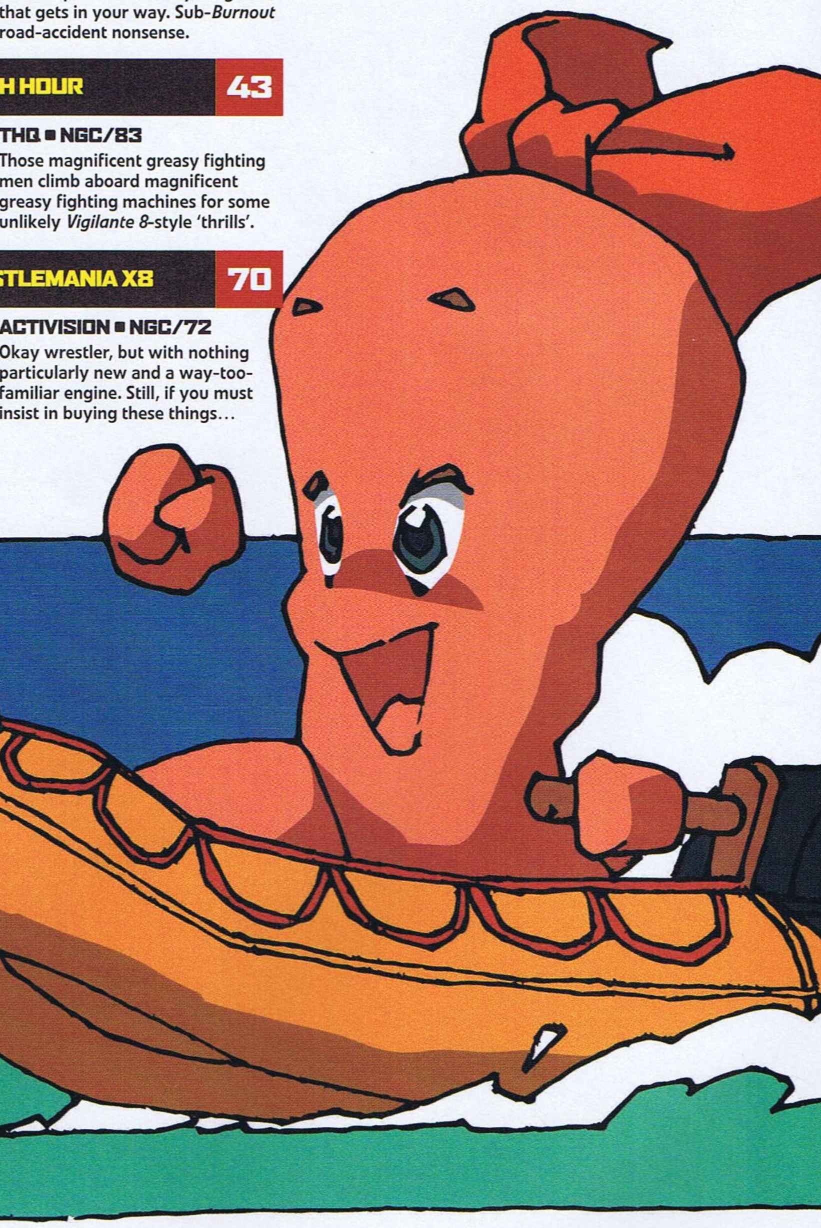
**ACTIVISION ■ NGC/75**
Duller than dishwater. Fighting-by-numbers stuff that offers very little of interest. Total waste of a pretty cool licence, too.

### X-MEN 2: WOLVERINE'S REVENGE — 64

**ACTIVISION ■ NGC/82**
Is he a man? Is he a wolf? Is he a genetically engineered awol super-soldier with hillbilly hair? Stodgy fighting with the clawed X-Man.

### ZOOCUBE — 50

**ACCLAIM ■ NGC/71**
Insane puzzle game involving a rotating mouth that sucks animal genitals and goes 'moo', 'oink', 'roar', 'quack' and sometimes 'wah!'



# GEAR



"Right then you 'orrible lot. Let's be 'avin' ya!" Yup, it's tat sniffing time in the NGC office and *what* a selection we've got…

## WHAT IS A BEST BUY?

Well, you know when you're standing in your local game shop, dazzled by the array of gleaming peripherals and thumbing your pennies and notes with your clammy, nervous fingers? It's an indication of which item you should reach for before clutching it to your belly and presenting it to the store's cashier.

NGC BEST BUY

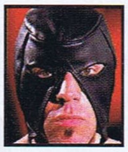


## LEATHER GBA/SP CASES

**FROM 3E LIMITED ● GBA: £14.99 SP: £17.99 ● 08700 752 522**

Driving cloves with the knuckles cut out and full-body rubber suits with the buttocks removed . As a rule these things are not only quite expensive (apparently) but also have a tendency to make the wearer look slightly perverted. The same goes for these genuine leather SP and GBA cases. Sure, they're very nicely made – boasting better quality than practically any other case we've seen, and the interchangeable clips they come with are very handy for attaching them to various things like belts and… er… bikes – but as we've said before, we're a little unsure about the wisdom of parading your SP in front of all and sundry, when it's better off left in your pocket or bag.

### MAKES YOUR GBA LOOK LIKE…



**A GIMP**

**FROM: BASEMENTS ● £PAY ONLY IN SWEAT**

Could only really be called a 'matching accessory' if you clipped it to a pair of leather crotchless panties – and headed down your local S&M club or Torture Garden to play, um… *Hamtaro*…







## GBA SP WING GRIP

**FROM INTEC ● £4 ● WWW.INTECLINKEUROPE.COM**

First the 'Hip Clip' and now this – and just like aforementioned offending article, the packaging tries to lure you in with outrageous claims of 'Cool Design'. Of course, one look through the bubble packaging and you'll instantly be aware that this is about as cool as shoving lumps of scorching hot coal up your log flume. That said it does have its merits (don't laugh – remember you're only paying four quid for this thing) if you've got the hands like gorilla. And we don't mean 'hairy' by the way. Basically, once you've snapped your GBA SP into the thing, there are two plastic prongs which, essentially widen the SP so that it sits more comfortably in your hands. It sort of works too, except it makes your SP a lot less portable, and will doubtless garner plenty of strange looks from people who see it bulging in your pocket.

### BETTER THAN…



**BOILING YOUR HANDS…**

**FROM: HOUSE OF PAIN ● £FREE**

In the vain hope that they might shrink to fit around your GBA allowing you to play *Mario Kart* without buckling your index fingers on the shoulder buttons.



# PYRAMAT INTERACTIVE

**FROM INTEC ● £16 ● WWW.INTECLINKEUROPE.COM**

It's most certainly a novel idea. Basically, it's like a fold up bed comprising of three mats linked together with a ruddy great big triangular speaker on the back where you put your head. Presumably. You plug your video input into the telly and your audio leads into this device and then away you go. And this thing is loud. Loud in a "I can hear you all the way down the road" loud. Which is definitely 'interesting' for your brain after a three hour stint on *Ikaruga* with the volume cranked to 11. Unfortunately the quality of the speakers isn't the best (think of most arcade cabinets and you'll have a good idea) and it's not really suited to all games. It was pretty rubbish for *Soul Calibur2* for example, while excellent for *Burnout2*.

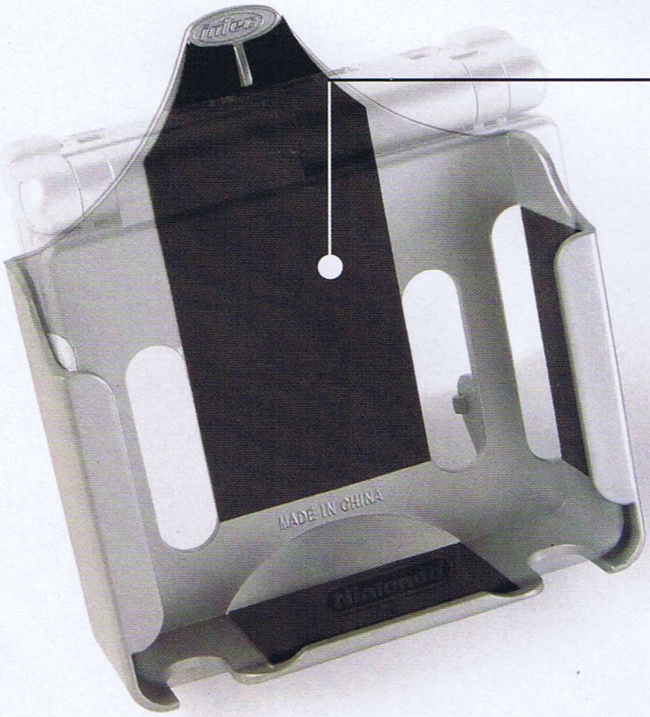
## BEST USED FOR...



### BOOSTING YOUR FLAGGING LIBIDO

**FROM: LESSONS IN LOVIN' ● £PRICELESS**

Picture the scene. The lights are low, a greased-up Pyramat's been laid down in front of a log fire. Mr Miggins and his long suffering wife slip on Barry White's 'Love Classics'. The treble's been turned down, the bass waaaay up and the rumble function's topping the Richter scale all the way down in Colchester...




# GBA SP HIP CLIP

**FROM INTEC ● £6 ● WWW.INTECLINKEUROPE.COM**

It might only be six quid but this is wrong. Wrong in so many ways it's downright rude. To touch it is to be infected by the very cheapness which surrounds it like a filthy rash.Basically it's a silvery plastic case. Into which you slide your GBA. On the inside surfaces are four velvety strips that give you the false impression that your GBA might be safe and snug inside it. On the outside you have a little detachable clip that allows you to (wait for it) clip it to your belt. So not only is your GBA visible to opportunistic thieves, but you're also showing everyone what a complete dolt you are for forking out a fiver for this rubbish. What's even more remarkable is that on the packaging it boasts "Attach to belt for cool look". In our opinion, you'd look much cooler with you teeth smashed in and an extra fiver in your wallet.

## WORSE THAN...



### SPENDING A FIVER ON CHEESE

**FROM DELICATESSEN ● £ VARIABLE**

Not only is it a good source of calcium and um, fat but it's also one of the worlds most versatile and tasty foodstuffs. Just don't eat too much before bed.

## NGC ESSENTIALS



### GBA SP POUCH

**NINTENDO ● £6**

Protect your GBA SP from dings and scratches using the best, most practical range of cases. High quality, officially licensed products.



### PRO PAD

**LOGIC3 ● £15**

Still the best third-party controller around – we'll be surprised if anyone beats it. It's sturdy, the analogue is almost perfect, and it's comfortable to hold. Lovely.



### INSPIRE 2.1 SPEAKERS

**CREATIVE LABS ● £35**

After much deliberation, we figured that while they're not quite as good on the sound-quality front as Altec Lansing's speakers, at half the price, these offer better value.



### WILLIAMS F1 RACING WHEEL

**JOYTECH ● £45**

Amazing. Not too pricey and leagues ahead of the competition. This little baby actually makes driving games even more fun than before. An essential purchase.




### AFTER-BURNER

**TRITON LABS ● £35**

Most GBA lights don't require sawing, gluing and soldering to install, but once fitted there's no better lighting alternative to this.

GamesMaster

THE MASTER OF GAMES SINCE 1990

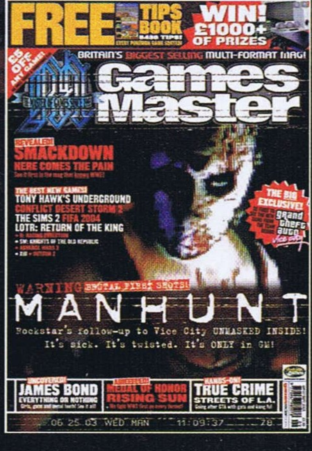
REC

WARNING BRUTAL FIRST SHOTS!

# MANHUNT

In order to view explicit images of the extremely disturbing new game from the creators of Vice City you MUST agree to the following terms and conditions:

1. Buy the new issue of GamesMaster
2. Er, that's it.




Rockstar's new game exclusively revealed PLUS the biggest and best games on every format. Only in GamesMaster.

ON SALE: WEDNESDAY 06 AUGUST 12:00AM

EXPERT TIPS, SCHOOL REPORTS, TRIVIA AND MORE

# EXTENDED PLAY




## BE A WEENER!



### WARIO TIPS

We nail *Wario World* – and show you how to get everything. Eight pages of evil advice… P76

### TOP OF THE CLASS

Exposed: school reports of the rich and famous! P102

### I'M THE BEST!

Yes… it's *still* back. Keep sending in those hi-scores to bag yourself fame and free stuff. P88

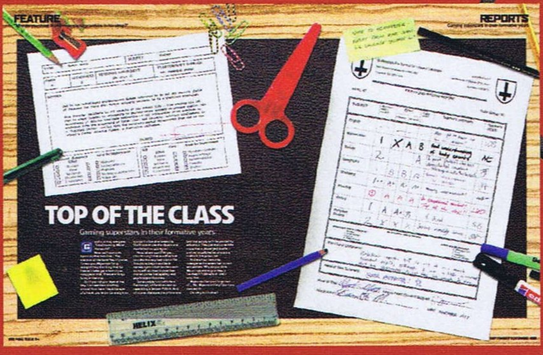
## PLUS!

### PHANTASY FORUM

Head hurting? More essential tips to keep you sane in the mad mad mad online world of *Phantasy Star*. P108

## CONTENTS








NGC TELLS YOU HOW TO...

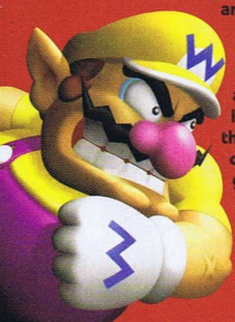
BE A TRUE *WEEEENER* IN

# WARIO WORLD

**NGC GUARANTEE THE BEST TIPS THE BIGGEST GUIDES**

## WHAT'S IT ALL ABOUT?

**Wario's Cube debut, brought to life by everyone's second favourite platform developers Treasure, is, funnily enough, *a treasure*. And, ironically, it's all about treasure as well – how unbelievably self indulgent. Anyway, *Wario World's* a solid, if a little short, platformer – run through the 12 levels, stomp on some enemies and solve a few puzzles. Unlock a few bonus levels here, face up to an imposing boss there and you're done – all in the name of getting Wario's treasure back and returning his world to normal. Isn't it always? It's not the most taxing game in the world, but there are a certainly a few tense moments. And hell, it's a joy while it lasts. Here then, is our complete guide to getting it *just right*...**





## WHAT WE SAID IN ISSUE 83!

***"Too short? Maybe, but it's the getting there that matters. Metroid or Sunshine might keep you plugging away for weeks, but Wario's so packed with great ideas and silliness you'll be grinning all the way through."***

**NGC INDEPENDENT NINTENDO GAMING 86**







## EXCITEMENT CENTRAL: GREENHORN FOREST

### TREASURES:

**Diamond**
At the start of the level, climb the ladder and hit the switch to reveal a chest.

**Ruby**
At ground level, there's a red switch along the side of the road. A chest appears next to it.

**Opal**
After you get the Ruby, you'll come to a wooden platform with a button below it. Hit it, then climb up to the platform using the pole...

**Amethyst**
Skirt the ravine with the entrance to the second bonus stage. Climb the ladder to the left platform. Punch the yellow switch on the tree. Go to the third bonus stage's entrance...

**Amber**
Climb the ladder as above, but head *right*. You'll cross a couple of bridges, find a Statue Fragment and run into three Big Magons. Hit the button they're guarding – a chest appears in the ravine by the second bonus stage.

**Sapphire**
The light-blue switch is above the shallow river. Climb the ladder to find it. It'll reveal a chest near the rope bridges.

**Topaz**
When you reach the exit gate, keep going right to find a switch. Hit it, then climb the ladder in the tree, head left and defeat the monsters.

**Emerald**
You passed the switch en route to the Topaz. If you activated it, the Emerald's chest is back on the left side of the rope bridges.

### STATUE FRAGMENTS:

- Above a tree stump near the waterfall.
- At the top of the ladder next to the waterfall.
- In the first bonus stage (see Red Diamond #1).
- In the second bonus stage (see RD#2).
- In the third bonus stage (see RD#3).
- See the instructions for getting the Amethyst, but head *right* after climbing the ladder.
- Above the shallow river.
- In the eighth bonus stage (see RD#8).

### RED DIAMONDS:

**#1** Drop through the glowing trapdoor near the second Spriteling. Jump across the platforms – but beware of the Drop Blocks.
**#2** At the first bonus stage go right and punch through the blocks to the second trapdoor...
**#3** After leaving the second bonus stage, smash through the blocks to the right. Ground Pound the spring gadget to jump up, then head up and left, skirting the top edge of the ravine. You'll find a trapdoor. Inside, smash the blocks. The Diamond's underneath the Statue Fragment's perch.
**#4** The trapdoor's near the third Spriteling. Inside, break four blocks out of the left-hand column, and two blocks out of the middle. Jump up onto the left column, to the middle, then grab onto the edge of the right. Pull yourself up – grab the Diamond.
**#5** Pound through the trapdoor on the shallow river. In the bonus stage jump onto the hovering Glue Globe, and orient Wario so he won't touch the spikes. Jump on to the platform and claim your Diamond.
**#6** The trapdoor you need is on the left side of the rope bridges. Punch the lever, raise the blocks, and grab your prize.
**#7** At the exit, head right to find a trapdoor. Inside, hit the levers to move the L-block into position, then climb it...
**#8** Go right from the seventh trapdoor, climb the ladder, and run left to find the last trapdoor. Inside, jump between the slow-moving spikes, pull yourself up, and grab the last Red Diamond and Statue Fragment.

### SPRITELINGS:

- Rescued automatically.
- On a tree stump by the first trapdoor.
- On a tree stump near the fourth trapdoor.
- On one side of the rope bridges...
- ... and on the other.

### BOSS: GREENFIST

Punch Greenfist a few times, and he'll freak out. Avoid him until he returns to his usual colour, then punch him a few more times. Once he's dazed, pick him up and throw him off the edge of the stage, or piledrive him into the ground. Repeat three times...

# EXCITEMENT CENTRAL
## GREENHORN RUINS

### TREASURES:

**Porcelain Urn**
On landing, jump up onto the smashable block and hit the red switch. Now drop down and punch the block.

**Fine China**
At the start of the stage, smash all five blocks hiding the ladder to hit a switch.

**Ceramic Vase**
Hit the Swirly Spinner with a Wild Swing-Ding to open the first gate. Punch the switch on the wall behind it, then make your way past the monster generators and up the stairs. Climb the first set of Glue Globes up, hang a left, then dash into the foreground, along the crowded narrow ledges, to the chest on the last platform.

**Teapot**
After you defeat the Crystal Entity, slide down the chain to find a green switch. After hitting it, smack Old Red-Mug three times in the face to make him fall over. Using him as a bridge, backtrack to the ledge where you found the Ceramic Vase…

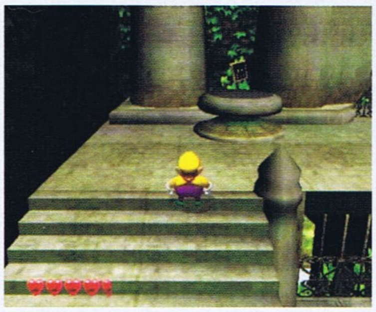
**Precious Pot**
After claiming the third Statue Fragment, hit the nearby switch. Use Old Red-Mug for another makeshift bridge, and you'll find yourself back at the first set of monster generators – the Pot's in the corner.

**Vase**
You'll pass the blue floor panel on your way down to claiming the third Statue Fragment – it's on the ledge above the Garlic Dispenser. Drop all the way down to the locked gate, but go right. You'll find the blue wall switch, guarded by an Ankiron. Hit it and backtrack for the Vase.

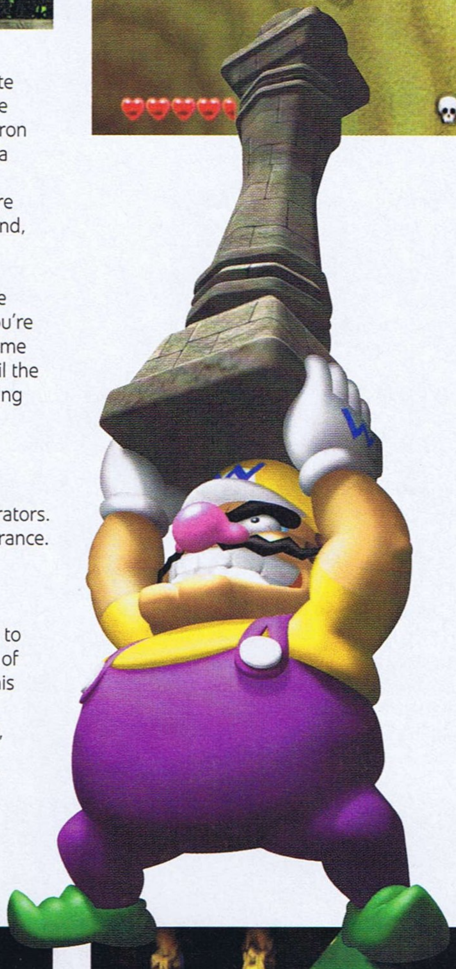
**NES**
Outside the entrance to the sixth bonus stage (see below), climb the blocks to reach one switch, then smash them all to find the other. Hit them both, then open the nearby gate so you can climb the ladder. Hang a left at the top and use a Glue Globe to reach the Lucky Figurine, then run to the right. You'll find the NES in a chest near the exit gate.

### STATUE FRAGMENTS:
- In the first bonus stage (see instructions for Red Diamond #1).
- After beating the Crystal Entity sub-boss, climb down the chains and head right. Go across the row of Glue Globes on the wall.
- After getting the second Fragment, head right. Drop down a few ledges, and you'll find another closed gate. Use a Clubasaur to Swing-Ding it open, then go left and use the Glue Globes.
- The fourth bonus stage (see RD#4).
- The fifth bonus stage (see RD#5).
- The sixth bonus stage (see RD#6).
- The seventh bonus stage (see RD#7).
- The eighth bonus stage (see RD#8).

### RED DIAMONDS:
**#1** Piledrive a monster through the steel trapdoor near the monster generators. Steel trapdoors lead to platforming stages; in this one, jump across the curving path to grab a few Coins, then activate the Glue Globe with the lever to reach a Statue Fragment. Navigate the moving blocks for the Diamond.
**#2** Head up the first set of Glue Globes. There's a trapdoor here with your name on it. In this sub-level, time your lucre acquisition to coincide with the contraction of the ring of spikes, then snatch the Diamond.
**#3** Drop through the trapdoor near the light-blue wall switch (see the Vase, above). Now simply climb up the blocks.
**#4** From the third bonus stage, climb up the Glue Globes to find the fourth trapdoor. Simply punch the cube with arrows on it. It'll sail across the room, giving you a stepping stone to reach the Diamond/Fragment.
**#5** Past the Battle Ring there's a steel shutter on the ground. Wait for the monster generator to spit out a Big Mogon, then piledrive his arse through the shutter. The resulting bonus stage is simplicity itself…
**#6** Drop down from the Battle Ring, clock Old Red-Mug, and proceed across him to find a ladder blocked by a grate. Smash the blocks next to it to access a steel shutter.







**#7** Continuing from #6, open the grate with a Wild Swing-Ding, then climb the ladder. To your left, you'll find an Ankiron guarding a trapdoor. Drop down into a roomful of Wario Head statues. You'll hear a gentle tinkling tone when you're near a Statue Fragment or Red Diamond, so walk around.
**#8** Slam a Cracktyl through the steel shutter by the exit gate. The floor here undulates, but has no gaps in it, so you're at no risk of falling… unless you mistime your jump to the last platform. Wait 'til the floor's at its highest point before making that jump.

### SPRITELINGS:
- Two along the path to the first gate.
- Up the stairs past the monster generators.
- Next to the fourth bonus stage's entrance.
- At the end of the level.

### BOSS: SANDWORM
When he spits spiked balls at you, run to his offside and punch him in the back of the head – he'll come after you with his giant pincer arms. Just run away.

The second time you pull this stunt, he'll vanish under the sand – quickly run for the rocks around the edges of the stage. The Sandworm alternates between these two tactics each time it's wounded, so simply repeat until you've defeated him. Easy!











# EXCITEMENT CENTRAL
## DINOMIGHTY'S SHOWDOWN

Dinomighty, like the famous King Hippo, has a bandage over her navel. Clearly, this means you must punch it. Your goal in this fight is to not get stepped on while raining blows upon Dinomighty's gut. When she's had enough of that, she'll be dazed; that's your cue to make with the piledrivin'.

She will, of course, contrive to prevent you from doing so. Her stomps and tongue are easy to avoid – jump away if her foot comes up, or if she begins to open her mouth – but her ground wave is a shocker. If she jumps up, prepare to leap over the ring of force that comes your way. Also, be careful that she doesn't crowd you off of the battle arena.

Alternatively, you're perfectly safe if you cling to the Glue Globe on her tail. She'll try to damage you by jumping off the edge of the level, but this damages her too.

Deliver enough piledrivers to the old girl and she'll eventually drop. Her Key is yours!

NGC TELLS YOU
HOW TO...

# SPOOKTASTIC WORLD HORROR MANOR





## TREASURES:

### Candlestick
After you beat the first Big Bone-Fist, hit the red switch on the cliffside. A chest will appear on the bluff above it.

### Silver Candlestick
Hit the switch by the entrance to the first bonus stage (see Red Diamond #1, below), and a chest will appear in the graveyard.

### Forest Painting
The switch is on a bluff overlooking the first graveyard. The chest appears atop one of the gateposts near the second Bone-Fist, but you can't get it immediately. Grab it at the same time you go to enter the fourth bonus stage (see RD#4).

### Crystal Ball
Climb up to the second floor of the tower in the flooded graveyard, then use Ghost Globes to reach its third floor and roof. You'll have to defeat a Crystal Entity, but you'll find a switch. Activate it, and a chest appears on the balcony over the front hall of the manor house.

### Castle Painting
Hit the green switch in the front hall. The chest appears in the basement.

### Knight's Helmet
Hit the blue switch on the stairs in the manor house. You'll cause a treasure chest to appear on one of the catwalks in the basement, accessible by Glue Globe wheel.

### Gladiator's Helmet
There's a switch high above the last two Glue Globe gears in the manor basement. Hit it, and the Helmet appears on the other end of the catwalk.

### Ornate Bag
On the floor below the last two Glue Globe gears, near the two monster generators, there's a purple switch in the corner. Hit it and a chest appears near the exit gate.

## STATUE FRAGMENTS:
• In the first bonus stage (see RD#1).
• Do a Wild Swing-Ding on the spiral platform near where you fight the first Crystal Entity. You'll raise the platform to a point where you can leap for the Fragment on top of one of the graveyard's gateposts.
• Activate the Swirly Slab after you've defeated the second Bone-Fist, then leap for the Fragment.
• In the fourth bonus stage (see RD#4).
• On the balcony overlooking the entrance to the manor basement.
• In the sixth bonus stage (see RD#6).
• In the seventh bonus stage (see RD#7).
• In the eighth bonus stage (see RD#8).

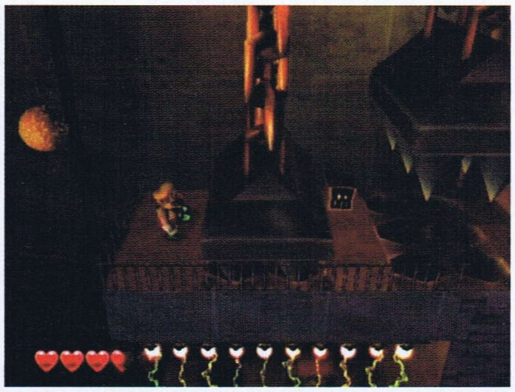
## RED DIAMONDS:
**#1** After you pick up the Candlestick, you'll find a glowing circle on the ground. When you get close, the circle spawns a short-lived Ghost Globe. Ride it up to the ledge outside the fence, and follow the ledge around to find a wooden trapdoor.

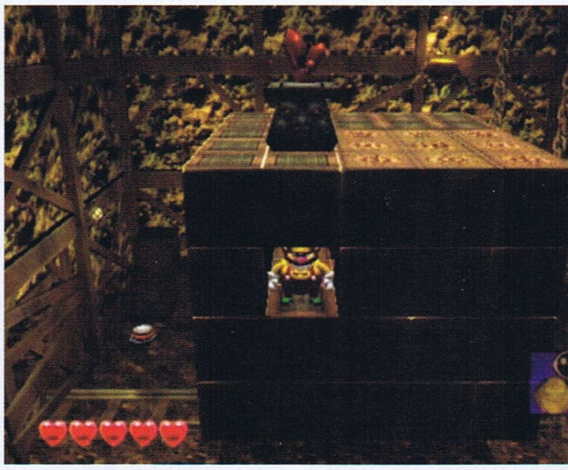
In this bonus stage, follow the cube around to the right and jump inside. Move into the cube until Wario hits a wall, then jump up and left. You'll reach a higher ledge. Turn the camera around until you can see Wario, then head to the back. From here, jump straight up to reach the top.
**#2** Pound through the wooden trapdoor in the graveyard. Inside, you'll find two platforms with levers. The key is to hit a lever and jump for the next platform in line, before it levitates out of range.
**#3** In the flooded graveyard, piledrive a Swordfish through the steel shutter. This bonus stage is, once again, a matter of navigating floating platforms.
**#4** Climb the stairs in the flooded graveyard to the Garlic Dispenser, then go up the ladder. Use the Ghost Globes to jump over the boarded-up gate near the second floor of the tower, then use a Zombie Cracktyl to blast through the steel shutter.
**#5** Beat the Silver Door Spirit on the second floor of the manor. It's guarding a trapdoor, which leads to the electrode room.
**#6** You'll see a trapdoor immediately upon passing the Battle Ring in the manor basement, but you can't reach it yet. Use a Swordfish to activate the Swirly Slab in the watery area, then activate a Ghost Globe and ride it to the overhead catwalk. Go left, past the spiked platforms, and leap to this trapdoor. Just hop across the rotating blocks and this sub-level's over.
**#7** Use a Swordfish to pound through the steel shutter in the manor basement. In the ensuing platform stage, stay on the wooden blocks, and move across the grid to the ledge on the other side. You can only make the jump if you're on a block in the corner, so reach one and stay there.
**#8** Drop down to the floor below the last two Glue Globe gears in the basement, then use a Wild Swing-Ding on the Swirly Slab to reach the ledge with the Zombie Ankiron. Piledrive it through the steel shutter to find the easiest platformer stage of the level.

## SPRITELINGS:
• Start the level and there he is.
• In the second bonus stage (see RD#2).
• On a balcony overlooking the manor's courtyard. You can jump to it from the roof of the tower, or simply run outside from the second floor.
• In the hall on the manor's second floor:
• Ride the Glue Globe Gears up, to the ledge above the exit gate. The Spriteling is trapped between crushing spike platforms.

## BOSS: BRAWL DOLL
Wait for the Doll to descend, then Corkscrew Conk him. Alternatively, when he tries to hit you with his wing, Swing-Ding a column into him. Once he's dazed, pick him up and piledrive him – he'll then launch an increasingly intricate barrage of power bolts. Five piledrivers will put him out.









# SPOOKTASTIC WORLD
## WONKY CIRCUS

### TREASURES:

**Bugle**
Hit the red switch on the ledge past the first bridge. The corresponding chest will show up a short distance down the road, near the first trapdoor.

**Tambourine**
Use the rubber banner to propel yourself across the gap, above the Crystal Entity's pen, then climb up. At the top, go left to find a switch, then press it.

Later on, after you find the fourth Statue Fragment, use the rotating Glue Globe to reach the platform to the upper left that's shaped like a hand, where you'll find the bowling alley. Past the alley, use another rotating Globe to reach the hand-shaped platform to the upper left, above the diving board, where you'll find the Tambourine.

**Triangle**
Past the elephant run, drop into the pit. There's a switch on a platform, in the right-hand cannon's line of fire. Hit it, then make your way back up to the rotating Glue Globe. The chest's above the cannons.

**Clarinet**
The switch is on a high ledge, across from and above the Triangle's treasure chest. When you reach the Caged Beasts' lair (see Red Diamond #5, below), there's a ladder above the wooden trapdoor. Climb it, pound on the Cobras, and grab the Clarinet.

**Trombone**
The light blue switch is above the entrance to the sixth bonus stage. Beware of the flame jets, but use the rotating Glue Globe to reach the switch. The chest appears above the Crystal Entity's former lair.

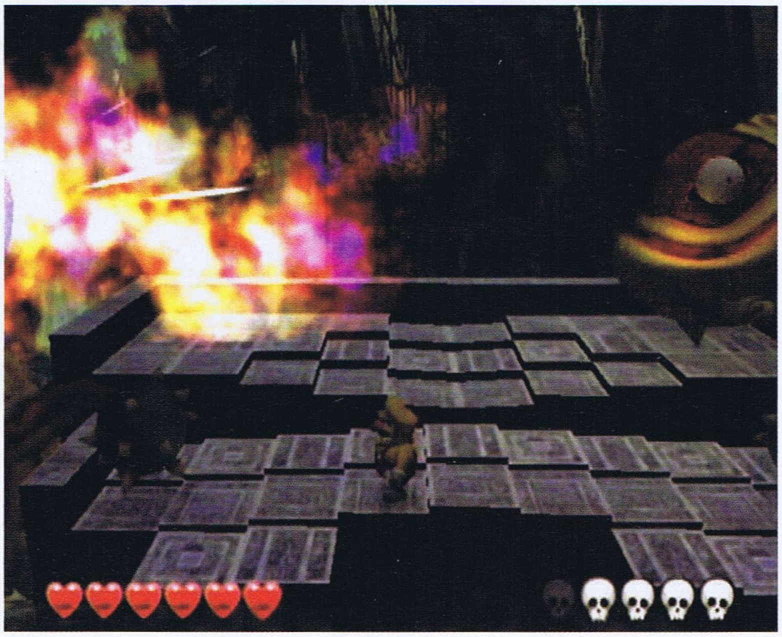
**Sax**
After you get past the Battle Ring, ride the first Glue Globe you find up to the ledge overhead. You'll find the blue switch, which will trigger the appearance of the Sax.

**Drum**
The switch that triggers the appearance of the Drum is on a ledge below it. To hit that button and return to the Drum, you'll need to head across a narrow bridge, disable a third Electric Clown Fence, climb a rope, and retrace your steps across the Glue Globes.

**Nintendo 64**
Just before you take on the second Electric Clown Fence, there's a button on the wall between the Cobras. Throw a monster at it, and the N64 will appear on a ledge below the entrance to the eighth bonus stage.

### STATUE FRAGMENTS:
- On a ledge below the first trapdoor.
- In the first bonus stage (see RD#1).
- In the third bonus stage (see RD#3).
- Above the Crystal Entity's pen, you'll have to use one of the stretchy banners as a slingshot to get Wario across a gap. You'll grab a Fragment en route.
- In the fourth bonus stage (see RD#4).
- Past the Battle Ring, ride the sets of Glue Globes over to the other side of the room.
- The eighth bonus stage (see RD#8).
- Floating in mid-air near the exit gate.

### RED DIAMONDS:
**#1** The first trapdoor's impossible to overlook. Inside, you'll find orbiting spikes obstructing a ladder; climb up when you see an opening.
**#2** The second bonus stage's entrance is past the first Electric Clown Fence. Simply use the Glue Globes to avoid the spikes.
**#3** From the second bonus stage, head upstairs, to the left, and run straight off the edge for another bout with the Crystal Entity. Use it to bust through the steel shutter. This bonus stage is simple, yet tricky. The ring spins slowly, and you must reach its highest point to drop onto the platform in the middle. It takes a few tries.
**#4** Drop through the trapdoor at the end of the elephant run. Inside, climb the ladder, avoid the spikes and hop across the blocks.
**#5** You'll know when you've reached this bonus stage's entrance, because you'll have made your first acquaintance with not only the club-wielding Gatorbabies, but the Cage Beasts. Powerbomb one of the monsters through the steel shutter in their lair, and you'll find – yes – another platforming bonus stage – which is much easier in overhead perspective.
**#6** After your second bout with a Crystal Entity, use the Glue Globes to cross the stage, being wary of the flame jets. You'll reach a steel shutter. This sub-level is where Wario gets to pretend he's a human cannonball; get onto the Glue Globe, and press A to jump off as the Globe punches forward. With good timing, you'll hit the adjacent platform. With bad timing – well – let's not think about that.
**#7** Defeat the final Electric Clown Fence, and follow the road to its end to find the sub-level's entrance. Drop in, and use the



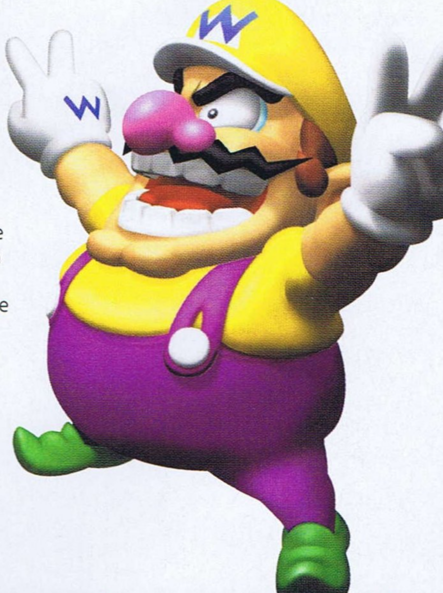
rising Glue Globe to propel yourself to the balcony. Use the rotating blocks to reach the Diamond.
**#8** The final bonus stage is a steel shutter, hidden next to the exit gate. Go all the way to the right, and one of the Glue Globes will let you leap up there. The shutter hides a fearsome platforming gauntlet comprised of marshmallows and spikes.

### SPRITELINGS:
- Just across the first bridge, on a ledge.
- Past the fourth Statue Fragment, use the rotating Glue Globe to reach the ledge to the right.
- In the sixth bonus stage (see RD#6).
- On a ledge above the first Corkscrew Lift. If you're going for the Trombone, you can grab this Spriteling on your way back.
- In the seventh bonus stage (see RD#7).

### BOSS: CLOWN-A-ROUND
Clown-A-Round is only vulnerable when he shows his true face. It does so when it's on the same platform as you are, right as it prepares to spawn two new heads to chase you around.

When that true face appears, punch it a few times, then piledrive the freak. He'll proceed to run back to the other platform with his circus ball, leaving his spawned heads to occupy you; keep an eye on him, though, so you aren't tagged by his explosive ball. Move to the small alcoves on either side to avoid it.





# SPOOKTASTIC WORLD
## DUAL DRAGON'S SHOWDOWN

This one's kind of hard. The name of the game is to stun one of Dual Dragon's heads, so the other will accidentally toast it with a gout of flame.

The best way of doing this is to hammer one of the heads with repeated punches, until it gets dizzy. You can do the same thing if you time a punch on one head right as the other exhales. This is faster, but it has a tendency to get Wario roasted.

In between exhalations, the heads like to spit up an avalanche of Glue Globes, so you'll get stuck on one, and either slammed by one of their mace tails or dropped into the water. As the Dual Dragons take damage, they'll begin to suck the Glue Globes back up; be careful that Wario doesn't go down the Dragon's throat with them. As the fight wears on, look out for falling fireballs from the fire breath.





# THRILLSVILLE
## SHIVERING MOUNTAINS

### TREASURES:

**Nice Glass**
There's a switch on the roof of the nearest house when you begin the stage. Pound on the bunny to get up there and flip the switch. You'll find the chest amidst the ice fields at the bottom of the first ramp.

**Ancient Chalice**
The yellow switch is next to a cottage at the bottom of the first ice ramp. Hit it, then continue on your way. As noted for Red Diamond #2, sliding down the centre of the second ice ramp brings you to an otherwise inaccessible area, where the yellow treasure chest is on the hills against the right edge of the level.

**Nice Saucer**
If you've found the area mentioned above, you've found the dark blue switch. Hit it, and pound through the breakable block. You'll land in the Battle Ring and the chest's nearby. You'll need to plant an Icicle Mite with a piledriver to be able to reach it.

**Ornate Decanter**
Go up from the entrance to the fourth bonus stage. Hang a right and past a few Icicle Mites you'll find a switch above a





monster generator. Chuck a Snowman at the switch, then run back to the left. The Ornate Decanter is at the end of the path.

**Glass Decanter**
The light-blue switch is just down the trail from the monster generator mentioned above, so throw a Snowman at it. The chest will appear in the same hidden area as the fifth Statue Fragment (see below).

**Nice Cup**
Toss a Turtle at the switch on the wall in the ice cave to activate it. You'll find the Nice Cup on the trail in the Fattingtons' territory.

**Glass Bowl**
Head right from the Nice Saucer, and use two hanging ice poles to reach the purple switch. You'll find the chest later, once you've defeated the second Angler Mangler.

**Jade Box**
In the same area where you found the Glass Decanter, there's another wall switch. Pitch a monster at it, and you'll find the Jade Box on a ledge under the exit gate.

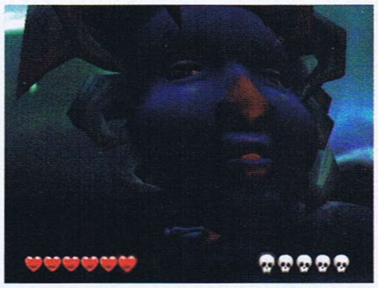
### STATUE FRAGMENTS:
• Stay near the back of the first ice ramp, and you'll be propelled onto the rooftops of the first village. Jump onto the balconies that surround the trees, and use the Glue Globes in the decorations to head left.
• After you defeat the first Angler Mangler, you'll slide down another steep ramp. Stay towards the back, and you'll be able to grab a Fragment on the fly…
• … On the other hand, if you stay in the middle of the ramp, you can reach the second area mentioned for RD#2 and the Ancient Chalice. Climb the trees to find a Statue Fragment hovering above them.
• In the fifth bonus stage (see RD#5).
• Plant an Icicle Mite to reach the ledge with the fourth Spriteling, then stun another Mite and bring it up with you. Plant it on the same ledge, and jump up; you'll find a ladder up to a bridge and a Fragment.
• In the sixth bonus stage (see RD#6).
• In the seventh bonus stage (see RD#7).
• Stand at the top of the final ice ramp, and you can grab a Fragment coming down.

### RED DIAMONDS:
**#1** The first bonus stage is on the roof of a cottage at the bottom of the first ice ramp. As with the first Fragment, stay near the back of the ramp, and you'll be propelled onto the roof near a trapdoor. Simply smash the blocks – but watch the spikes.
**#2** Slide down the centre of the second ice ramp. You should land directly in a Crystal Entity's territory, where you'll find a set of balconies manned by Freeze Cannons. Climb up those balconies using the local Glue Globes, and you'll reach a trapdoor on the mountainside. In the bonus stage, the key is to jump onto the block edges, then jump again without pulling Wario up.
**#3** There's a steel shutter in the ice cave. Get up there by face-planting an Icicle Mite, then piledrive a red Snowman through the shutter. In this bonus stage, punch all five levers, then navigate the moving platforms.
**#4** As you progress through the ice cave, you'll see a steel shutter by the side of the path. Use the R button to crush an iceberg, then use the Turtle to break through the steel door for another bonus stage.
**#5** Drop down from the fourth bonus stage's entrance, onto the Glue Globe, and from there onto another narrow path. Crash through the Turtle's iceberg, and from there to a wooden trapdoor. Hit the lever, watch the pattern, and smash the blocks in the indicated order.
**#6** Starting from the bottom of the ladder mentioned in the Statue Fragment guide, head right. An Ice Ankiron guards a shutter at the end. Use it, or one of its bombs, to drop through into another bonus stage.
**#7** On the snowy path where Fattingtons drop from the sky, there's a wooden trapdoor on a column. Drop in to find a spiral of spikes and Glue Globes. Simply jump up from Glue Globe to Glue Globe to the platform at the centre of the spiral.
**#8** Slam through the steel shutter next to the exit gate. This bonus stage isn't as complicated as it looks. It's easiest if you switch the camera to overhead view, then make a break for it. A Diamond and the last Spriteling are your twin rewards.

### SPRITELINGS:
• Near the beginning of the stage, on top of an igloo in the Sled Creatures' path.
• In the second bonus stage (see Red Diamond #2).
• In the third bonus stage (see RD#3).
• On a ledge in the ice cave. You'll need an Icicle Mite to reach it.
• In the eighth bonus stage (see RD#8).

### BOSS: WINTER WINDSTER
The Windster occasionally drops rocks onto the battlefield. Whenever it's about to pass over a magma pool, or jumps into one to spin and throw out shockwaves, toss a boulder into the magma. The resulting column of flame will ground the Windster, enabling you to rush in for a little of the ol' punch-and-piledriver action.

In between piledrivers, watch out for its force bolts (easily dodged), frost breath (freezes Wario, but if you recover quickly enough, it might come down to ground level to hit you; beat it up), and the red-eye surprise the fifth Spriteling warned you about. Evade it by turning Wario around, so his eyes don't meet those of the Windster.



# THRILLSVILLE
## BEANSTALK WAY

### TREASURES:

**Nice Goblet**
The beginning of the level boasts a tree with a ladder on it. Climb the tree up to the second set of branches on its left, and you'll find the leaves lead you to a ledge with a couple of Stingrays and the red switch.
Punch that switch out, then run back to the tree and climb down a bit. A treasure chest's near the first bonus stage; to find it, climb the tree, jump onto the branches on its right side, and follow them to land.

**Violin**
There's a switch against the back wall of the ravine below the Tuliptooies. It triggers the appearance of the Violin, way back at the start of the stage.

**Earring**
When you climb the tree at the beginning of the level, jump off the ladder onto the lowest set of branches on the left – near where the first Spriteling is imprisoned – and punch the switch you find there. You'll find the Earring near the first Battle Ring.

**Jewelled Sword**
When you first meet the Monstrous Magnets, you'll find a switch on the wall between two of the chasms. Either Ground Pound over it, so Wario catches onto the switch and can jump back to safety, or pitch a Magnet at it. Now, when you find the sixth Statue Fragment, you'll also find the Jewelled Sword (see below).

**Gold Tiara**
The light-blue switch is on the wall near the entrance to the sixth bonus stage (see Red Diamond #6, below). Hit it, and the Tiara will appear in the middle of the Rams' run.

**King's Crown**
Below the Rams' pens, you'll probably notice a switch on a ledge, accessible by Glue Globe. (It's easy to spot, since you'll probably plummet past it at least once. Stupid Rams.) It triggers the appearance of the Crown below the Crystal Entity's lair, near the seventh bonus stage's entrance.

**Nice Scepter**
A blue switch is on the wall near the King's Crown. Throw a Ram at it to activate it, and the Scepter will appear all the way back in the middle of the Rams' run.

**Game Boy Advance**
You'll pass a steel plate on the wall en route to your first encounter with the Monstrous Magnets. Grab one of 'em and backtrack, so you can slam it into that plate to serve as a ledge. Head up there and hit the switch. This causes the GBA to appear inside a chest that's around the corner from the third and final Tree Freak.

### STATUE FRAGMENTS:
- Right next to the starting point. Raise the Swirly Slab to find the hovering Fragment.
- In the second bonus stage (see RD#2).
- In the third bonus stage (see RD#3).
- In the fourth bonus stage (see RD#4), hovering above the exit spring. If you line yourself up with the coins above the spring you'll hit the Fragment on the way down.
- Smash through the block above the first Battle Ring, instead of just jumping off the cliff, and you'll find this Fragment.
- At the top of the vines that lead up from the sixth bonus stage's room.
- When you reach the second Tree Freak, backtrack a bit. You'll see some Glue Globes on the edge of the cliff. Drop down there to find the seventh Statue Fragment.
- In the eighth bonus stage (see RD#8).

### RED DIAMONDS:
**#1** See the Nice Goblet's entry, above. This bonus stage is just a question of smashing enough blocks so you can reach the top.
**#2** Climb the ladder on the ledge between the two Tuliptooies. Inside the bonus stage, smash open the treasure chests, grab a Bomb, then stand on the metal block and pitch the Bomb at the lever.



**#3** Drop down into the ravine below the Tuliptooies. In this rather annoying sub-level, you must once again orient Wario to avoid being stuck by the spiny bit at the centre of each ring, in exchange for a Diamond and Statue Fragment.
**#4** Past the Tuliptooies, use one of the mob of monsters to pound through the steel shutter. Freefall from platform to platform!
**#5** There's a steel shutter below the rope bridge after the first Battle Ring. Once in the sub-level, punch the levers as fast as you can so the moving ledges are perfectly in sync and you can leap across them.
**#6** Stay in the river and keep going right, after you leave the fifth bonus stage. You'll find a small area with a couple of Rams and a smashable block in the floor. Pound through this to find a hidden area with a monster generator and a steel shutter. Pound through *this* and you'll find a giant rotating polyhedron, which you must cross.
**#7** Use a Ram to breach the steel shutters on the ground below the Crystal Entity's lair. This bonus stage is annoying; you must jump as each platform begins to rise, so it'll propel you to new heights.
**#8** The last bonus stage is around the corner from the third and final Tree Freak, and it's a cinch. Either dodge or destroy the falling blocks, and claim the treasures.

### SPRITELINGS:
- At the beginning of the level, use the Swirly Slab to reach the ladder on the side of the tree. Climb the ladder a bit, then hop off onto the first branches on the left. You'll find the first Spriteling waiting for you on a tree stump.
- In the first bonus stage (see RD#1).
- In the fifth bonus stage (see RD#5).
- In the sixth bonus stage (see RD#6).
- In the seventh bonus stage (see RD#7).



### BOSS: SPIDERATICUS
You'll pummel Spidey senseless in no time. He attacks with shockwaves and Wario-seeking force bolts, both of which you can hop right over. Every so often, he'll cut loose with a burst of five Glue Globes on strings. Jump onto one of them, and when he retracts them, hop off before they reach his mouth. Then Ground Pound his bandaged thorax to stun him. Pick the fool up, carry him back to the edge of the level, and piledrive him. Repeat five times, and you've passed Thrillsville…







# THRILLSVILLE
## RED-BRIEF J'S SHOWDOWN

You don't defeat Red-Brief J so much as you survive him. He charges around the battlefield, immune to all of Wario's attacks, and gets faster each time you hurt him.
You want to keep out of J's way until he charges. At the end of each of his charges, he'll teeter precariously on the edge of the platform. That's your cue to Ground Pound the floor and drop him into the lava. That's the only way you can damage him.
The rest of the time, when he's shooting bolts of fire, stomping around, or twirling at you like a ballerina, you'll just have to evade him and hope for the best.
A word of advice: don't try to jump his attacks. Just run away from them.











# SPARKLE LAND
## MIRROR MANSION

### TREASURES:

**Big Mirror**
Hit the red switch on the bridge. The chest will appear in the first mirrored hallway.

**Antique Clock**
The yellow switch is in the second mirrored hall, well-guarded by Ankirons and rolling pink wheels. Smack it – the Antique Clock appears past the first Terrible Pictures.

**Gold Mirror**
After you leave the third bonus stage, head right until you find a weird-looking floor with vampires on the prowl. There's a button reflected in the floor. Climb up the nearby grating and give it a smack. After you reach the first Garlic Dispenser, just run across the floor without getting onto the next grate – the Gold Mirror's in the corner.

**Bronze Mirror**
Hang a right out of the Battle Ring, and ride the lion across the spikes to the light-blue switch. When you hit it, the Bronze Mirror will appear in a chest on a ledge in the spikes to the left of the Battle Ring.

**Gold Clock**
The dark blue switch is to the left of the Battle Ring, at the end of the bed of spikes. Ride a lion to it, then run across the Battle Ring and ride the lion there to its end.

**Stained Glass**
Hit the green switch as you're riding across the first set of spikes; it's across from the second Spriteling (see below). You won't find the Stained Glass until much later, after you've passed the Battle Ring. Go left from there, ride the horse across the spikes, and use the Glue Globes to reach the level above. Once there, keep climbing and the chest you need is on a distant ledge.

**Crazy Glasses**
Assuming that you can stay on the platforms leading up to the exit gate, you'll find the pink switch without a problem. Hit it to make the Crazy Glasses show up, outside the seventh bonus stage's entrance.

**Gold Pocket Watch**
Slap down the switch on the wall as you near the exit gate, and you'll find the Watch inside a chest on the left of the exit gate.

### STATUE FRAGMENTS:

- In the first bonus stage (see details for Red Diamond #1).
- In the second bonus stage (see RD#2).
- In the third bonus stage (see RD#3).
- In the fourth bonus stage (see RD#4).
- In the fifth bonus stage (see RD#5).
- Directly to the right of the Battle Ring. Ride the lion across the spikes, climb the ladder, then use the grate to reach the Fragment.
- In the Witches' hall, the mirrors will show you that the two broken columns at the end are, in fact, lined with Glue Globes on their back side. Climb up the right-hand column to find a Statue Fragment on top.
- In the seventh bonus stage (see RD#7).

### RED DIAMONDS:

**#1** Cross the bridge at the start of the level, then jump onto the lowering block and ride it to the roof. Smash through into the bonus stage, where throwing the lever will cause the ten blocks to glow in sequence. Smash them in that sequence for the Diamond.

**#2** The second bonus stage – you'll find the steel shutter in the first mirror hall – features more rotating platforms. Just be aware that the momentum of the platforms will help determine the arc of your leap.

**#3** As you drop through the hatch in the floor after defeating the first Terrible Pictures, you'll find a steel shutter. Bust through it, and you'll find yourself in a very intricate stage. Cling to the edges of the vertical column of blocks, much like back in the Shivering Mountains. From there, drop down to the Diamond; the Statue Fragment requires a more work, but the sliding blocks form a staircase. Jump straight up as a new block nears, and you'll land on it easily.

**#4** You'll stumble across the next wooden trapdoor without effort. Inside, climb the blocks, but jump straight up just as they're about to roll over. The trip to the Diamond's a bit easier than the leap to the Fragment…

**#5** Ah, the fifth bonus stage. It's the sub-level that hate built! Get there by taking a right from the Battle Ring, and riding the lion across the spikes to the steel shutter. The rings of rotating platforms are, themselves, rotating counterclockwise. It may be easier if you jump against the platforms' rotation, although this won't always work owing to breaks in the circles. Once you reach the Diamond, down a frosty beverage – then go after the Statue Fragment in the dead centre of the maze.

**#6** When you first start running into the Witches – the bolt-chucking monsters who're only visible in mirrors – look for a hatch in the floor and jump in. In this sub-level, Corkscrew Conk each lever in turn.

**#7** You know how you get through the Witches' hallway, and drop down a hole in the floor, and wind up in another mirrored room with an airship shooting monsters at you? That's the place. Pick up one of those monsters and use it to slam through the steel shutter to the right of where you landed. This bonus stage is yet another opportunity to play Wario the Human Catapult Stone; as before, hit A when the Glue Globes are shooting forward, and you should get to the platform you need.

**#8** For our last sub-level, just drop down to the left of the exit gate and there it is. Use the Glue Globe to reach the ledge with the Spriteling, then Corkscrew Conk through the central ring of spikes for the Diamond.

### SPRITELINGS:

- On top of the bridge to the Mansion proper – wait 'til you're almost across the bridge and double back.
- In the spikes on a ledge (via lionback).
- In the spikes to the Battle Ring's right.
- In the sixth bonus stage (see RD#6).
- In the eighth bonus stage (see RD#8).

### BOSS: MEAN EMCEE

The sucka Emcee in question will traipse about initially, attacking with a whirlwind spin and his cane and sucking up punches. When you've got him scared, he'll hide under one of the cups and rotate them. Follow the cups and punch the one you want; if he's in the one you picked, the cup will rise. Punch it again to daze the Emcee, letting you piledrive the simp. Things will speed up as the Emcee takes damage…



# SPARKLE LAND
## PECAN SANDS

### TREASURES:

**Ancient Relief**
Past the level's first monster generator, look for a switch that's in an alcove at the foot of a ramp. Push it, and the Ancient Relief will appear in a hallway at the top of the ramp.

**Ancient Necklace**
You'll run into a Crystal Entity if you go around the ramp into the pyramid. Defeat it and go right, into a yard guarded by Big Scorpers. Press the button in the corner and this Necklace is waiting in a wind trap.

**Ancient Ring**
You won't be able to hit the red switch until your second bout with the Crystal Entity. Simply drop down from its lair to trigger it.

**Small Pyramid**
The light-green switch is on the wall at the bottom of the Glue Globe waterfalls – a flying leap or thrown monster will trip it. Then head back to the Sandworm's pit…

**Ancient Bracelet**
To find the light-blue switch, drop to the foot of the Glue Globe 'falls, then check the corner by the Garlic Dispenser. The Ancient Bracelet will be in the corner, once you've defeated the first Stone-Cold Statue.

**Anubis Statue**
After victory in the Battle Ring, jump into the sand to your left. The dark blue switch is against the wall. Throw it, then climb the ladder by the Battle Ring. A walkway is blocked by a Wario Head here – the Anubis Statue is at its end.

**Monarch Mask**
If you hit the switch at the top of the waterfall, the Monarch Mask appears at the top of the pyramid. You'll need to plant some Flying Spades into the dirt surface of the pyramid wall to climb up there.





**Nintendo GameCube**
Climb the ladder and the grate by the Battle Ring. Cross the waterfall and you'll be able to throw the pink switch. Head to the exit…

### STATUE FRAGMENTS:
- In the third bonus stage (see details for Red Diamond #3).
- As you slide down the sand ramp towards the Battle Ring, you'll find this Fragment.
- In the fourth bonus stage (see RD#4).
- In the fifth bonus stage (see RD#5).
- In the sixth bonus stage (see RD#6).
- Hovering above the Sandworm's pit, at the end of a wind trap's chute. Use the weathervane to get there, then run right…
- Cross the head of the waterfall. Before you go up the steps, go around them. This Fragment's hidden in an alcove.
- As you leap across the last Glue Globe waterfall, grab this Fragment on the fly.

### RED DIAMONDS:
**#1** Drop down from the second Crystal Entity's stage, and use a Big Scorper to punch through the steel shutters on the sandfall behind your starting point. Hit the levers on the platform, starting with the one closest to the edge, for a free ride up. Once the centre of the makeshift pyramid rises, Ground Pound through the hole it left for a Spriteling on a really narrow block. From here, simply jump…
**#2** Drop down beneath the second Crystal Entity's lair to find a wooden trapdoor. Inside, you've got to move four-way blocks so you can reach the Diamond. Punch the block behind Wario so it goes forward. That starts a chain reaction – and an easy climb.
**#3** Head south from the Sandworm's lair and use the trapdoor. Drop down, climb up and grab an easy Statue Fragment. Go to the two blocks closest to the Diamond; Pound one down and punch it over to the wall. Now, punch the other one over on top of it. This primes the two blocks – stand on top of them and use a Ground Pound. The chain reaction will propel you skyward, giving you the boost you need to reach the Diamond. Act fast with your jump though…
**#4** From the light-blue switch (see the Ancient Bracelet, above), follow the wall south to a steel shutter. Powerbomb a Wario Head through it, and you'll be rewarded with another roadful of rotating platforms. Don't stop moving as you run across them – a mistake means starting again. The last platform moves back and forth as it rotates. Remain on it at all costs, circling against its rotation and leaping over the sliding spikes on its edges. When you





come within range of the final platform, don't be afraid to Corkscrew Conk over to it.
**#5** After you ride the weathervane tornado up from near the Sandworm's lair, hop up the Glue Globe waterfalls to reach a bonus stage. First, rescue a Spriteling, then jump onto the top of the two stacked four-way blocks. A Ground Pound will get you to the top, but watch the spikes overhead. Avoid the moving spikes and grab the Diamond.
**#6** Climb the ladder next to the Battle Ring, then run left, up a collapsed wall and across some columns to a wooden trapdoor. Hit the lever on the wall with a Corkscrew Conk; the marshmallow block complicates this. You must run straight at the block, hit R the moment Wario's feet touch it, and press A before it disappears. The rest is cake; climb the ladders while avoiding the moving spikes, collect a Fragment, dodge the falling blocks, jump onto one for a boost and claim your Diamond.
**#7** This bonus stage is hidden behind a steel shutter, in the sands near the Battle Ring. Use a Big Scorper to hammer down into the sub-level. First, drop onto the edge of the Drop Blocks, so you don't hit the spikes, pull yourself up and jump again quickly. Get across two floating, spinning blocks and a curved row of marshmallow blocks to claim your Statue Fragment.
**#8** You'll run into a Jellyfish after you cross the waterfall. When it misses a laser blast, it flips over; Ground Pound its head, and use it to hammer through the steel shutter for the game's final bonus stage. The final Spriteling and the last Diamond are both in this aerial labyrinth, and the exit spring's near the Spriteling, who's easier to get to.

### SPRITELINGS:
- In the first bonus stage (see RD#1).
- In the second bonus stage (see RD#2).
- In the fourth bonus stage (see RD#4).
- You'll hear this one whining when you're in the Battle Ring. After the fight, use one of the columns as a foothold to climb the ledges – the Spriteling's at the top.
- In the eighth bonus stage (see RD#5).

### BOSS: IRONSIDER
When he hits the ground, he sends out a series of shockwaves; he also has a wave of flame that can only be dodged if you stick close to him and run ahead of it until it fades. To damage the Ironsider, you've got to throw its fist statues at it. The fists dizzy, but then you've got to dodge the shockwaves and fire breath to take him out.

# SPARKLE LAND
## CAPTAIN SKULL'S SHOWDOWN

Once Skull's absorbed three piledrivers he changes the rules. Now he blocks Wario's punches with his arm, and can charge up to fire an explosive cannonball that clears the decks. If you get close enough to hit him, don't be surprised if you eat one of his glowing charges. It's obviously a question of dealing the damage from a distance.

After the Captain hookshots to a new location, he'll throw out a few explosives, then alternate between homing shots and smaller cannonballs. Dodge the cannonballs and Power Throw them back. A successful hit stuns him – get to him as fast as you can, using the energy coils, and piledrive his fat head into the deck.



# FINAL BOSS
## EVIL BLACK JEWEL

This is it: the final bout! The Evil Black Jewel scatters captive Spritelings across the battlefield at the start of the fight – your job's to survive long enough to free them.

Each time you shatter the crystals that hold a Spriteling captive, it flies out and hits the Jewel. All five Spritelings can dizzy the Jewel, letting you run up and give it a speedy piledriver.

The Jewel will pen you in with walls of flame from its eyebeams. After it's taken some damage, it'll try to pin you down and send in homing blasts. These are easy to dodge, and you'll evade the eyebeams if you constantly rush with the R button. Just keep freeing Spritelings and piledriving the Jewel, and after a long fight, you'll take it down and win Wario World!



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# TIPS EXTRA








## NBA STREET VOL 2

Input these codes after selecting your player ID, on the screen that says 'Ready' at the top and 'enter codes now' at the bottom. Hold the L-button, then type the code. You'll get a car alarm sound if it worked correctly…

**ABA BASKETBALL**
X, B, X, B

**ALL JERSEYS**
B, Y, X, X

**BALL TRAILS**
Y, Y, Y, X

**BIG HEADS**
X, B, B, X

**CLASSIC JORDAN**
X, Y, X, X

**EASY TWO-POINTERS**
Y, X, B, Y

**EXPLOSIVE RIMS**
X, X, X, Y

**HARD TWO-POINTERS**
Y, B, X, Y

**INFINITE TURBO**
B, B, Y, Y

**NO STATUS BARS**
B, X, X, X

**TINY PLAYERS**
Y, Y, X, B

**UNLOCK NBA LEGENDS**
B, Y, Y, X

**WNBA BASKETBALL**
X, Y, Y, X

## ENTER THE MATRIX

Activate the cheat mode in the hacking computer, by typing **cheat.exe** at the A> prompt. Then you can enter all these cheat codes.

**ALL WEAPONS**
0034AFFF

**BLIND ENEMIES**
FFFFFFF1

**BONUS LEVEL**
13D2C77F

**DEAF ENEMIES**
4516DF45

**FAST RECOVERY**
FFF0020A

**FASTER LOGOS**
7867F443

**INFINITE FOCUS**
69E5D9E4

**INFINITE AMMO**
1DDF2556

**INFINITE HEALTH**
7F4DF451

**LOW GRAVITY**
BB013FFF

**MULTIPLAYER**
D5C55D1E

**TAXI DRIVER**
312MF451

**TURBO MODE**
FF00001A

**MORPHEUS QUOTES**
Login as FREEMIND or COWBOYCURTIS to hear some quotes from Laurence 'don't call me Larry' Fishburne.

NGC YOUR TOP TIPS

YOUR TOP TIPS SHARE THE KNOWLEDGE AND BAG YOURSELF A PRIZE...

Found an interesting tip, secret or quirky thing in one of your games? Send it into us immediately! Each month we'll stick the best into our Readers' Tips section. If your tip is the number one readers' tip, we'll send you a luvverly prize. Good, huh? But don't send us cheat codes from the net. Quirky!

## HERE'S MY TOP TIP...

IT'S FOR

AND THIS IS HOW IT WORKS



Name ..........

Address ..........

..........Postcode..........

*Send to:*
TIPS EXTRA, **NGC**, 30 Monmouth Street, Bath, BA1 2BW or e-mail ngc@futurenet.co.uk

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Or just buy two copies of the mag. That way you can keep a spare copy in the khazi, to help focus your mind.

# READERS' TOP TEN TIPS



**Think you can out-tip Tips Extra? Send in your hint-tastic helps and we'll 'sort out' the top tipster with whatever we can find during a good rummage in the dark recesses of Geraint's 'magic drawer'.**




## 1. THE SIMS

### The torture king

Struggling to balance your needs in Get a Life mode? Buy a bug zapper and get your sim to touch it. It hurts, but your energy bar will quickly fill up. To ease the pain, get your sim to relax in the bath. I've made him stay awake for days by doing this.
***Mark Turner, Fleetwood***

## 2. ZELDA: THE WIND WAKER

**Piano forte**

Late at night? Don't want to wake up your neighbours with your rowdy off-screen orchestra? Simply hold Down on the control stick while conducting, to make them play at a lower decibel level. Alternatively, hold Up while playing to raise the roof.
***Rob Whittle, Bolton***

## 3. SMASH BROS MELEE

**15 minutes of maim**

Still having trouble beating the 15-minute melée? Choose Mewtwo and go under the right or left platform, leaving half of your body sticking out. Then just press B while facing away from the arena. You may take a few hits, but it's easier than button-bashing with DK.
***David Dolling, Copmanthorpe***

## 4. ZELDA: THE WIND WAKER

**Spin dizzy**

End your Hurricane Spin attack by bumping into a wall. That way you'll be 'out cold' for a shorter time.
***Janne Kaitila, Finland***

## 5. BIOLOGY GCSE

**Eating and pooing**

If you mention the seven life processes, you're bound to pick up extra marks. Bribes also work well.
***Lindsey Ford, London***

## 6. THE SIMS

**Streaky**

Place a rug under the fireplace, and buy the heart-shaped spa. Light the fire, get in the spa, and wait until everything starts burning. Before your sim panics, cancel everything but the spa. Wait until the spa burns up. Your sim should now be lovely and naked.
***Adam Toulson, Crowborough***

## 7. ZELDA: THE WIND WAKER

**Pure glass**

Go to Hyrule Castle, near where you get the Master Sword. If you walk around this area you'll see stained glass windows of Ganon and the seven sages from *Ocarina of Time*. How cool is that?
***Thomas Gordon, Derry***

## 8. BALDUR'S GATE

**Duped**

Load the character with the item you want to duplicate, then drop the item. Import the same character and you will still have the original item, plus you can pick up the other one from the floor.
***Michael Corbett-Wilson, Chichester***

## 9. ZELDA: THE WIND WAKER

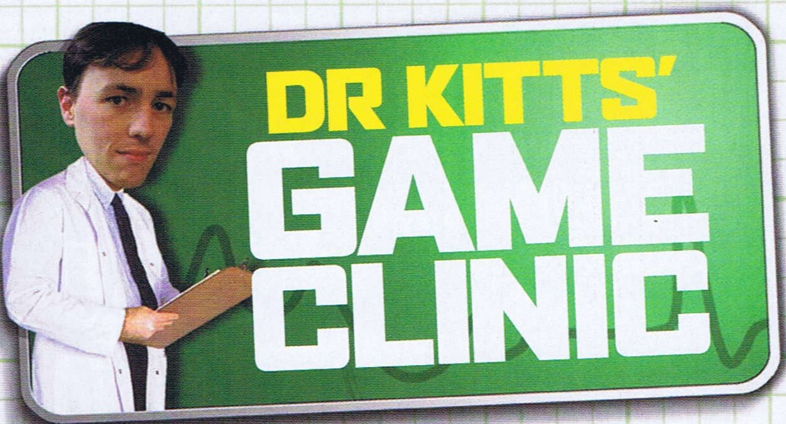
**Free arrows**

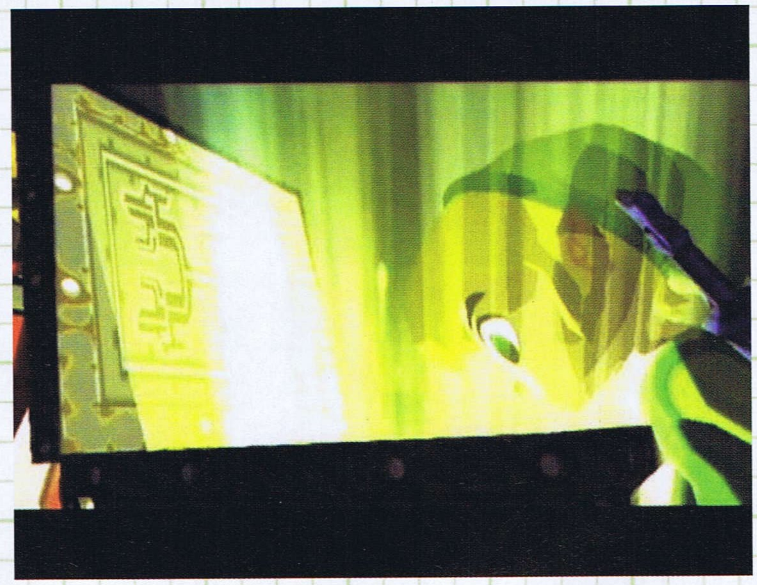
Shoot the sacks on the side of the shop ships. Then jump next to them and you'll get 10 or 30 free arrows. Shweet.
***Mark Wright, ex-Liverpool & England***

## 10. PHANTASY STAR ONLINE

**Pause for thought**

Isn't it annoying that there's no pause mode in *PSO*? Well, you can cheat it, at least in offline mode. Simply open the lid of the Gamecube, and close it when you're ready to resume playing.
***Sam Acott, Swansea***



## The doctor regrets not spending money on a decent legal team.

**Dr Kitts,**
On *Zelda: the Wind Waker* I am up to the Earth Temple, but I can't get rid of the big stone head. I've tried bombing it from my boat, but the cannon doesn't have the range. How do I get past it?
**Vaughn Highfield, Styal**

***Dr Kitts opens yet another package from his good friend Dr Kervorkian.***
*You can lift the head using the Power Bracelets from Fire Mountain. To get inside Fire Mountain, you need the Ice Arrows from Mother and Child Island. To teleport to Mother and Child Island, you need the Ballad of Gales. Simple.*

**Dr Kitts,**
I've reached the final boss in *Zelda: The Wind Waker*, but I just can't beat him. He keeps blocking my attacks and the Princess keeps hitting me so often that I inevitably die before I can finish the job. I did manage to stun him once, but then he woke up before I could use the counter-attack. What am I doing wrong?
**Matthew Price, Stoke**

***Dr Kitts finishes stitching a monkey's head to a rottweiler's body.***
*You're supposed to reflect the Princess' shots using the mirror shield. Lock onto the boss using the L-button, and raise the shield when the Princess fires. The boss will be stunned, at which point you should charge towards him and use a plain old A-button attack to finish him off in a very satisfying manner.*

**Dr Kitts,**
I'm totally stuck on the Shogun Showdown level of *Hitman 2*. Why is there a button that only seems to set off the alarm? I thought I could use it to lure the ninjas away from Hayamoto's room, but when I press it, I just get told that security has been heightened.
**Leigh Madden, Hull**

***With a tear in his eye, Dr Kitts climbs into his pod and bids you all farewell.***
*You can use that button to make Hayamoto run to his helicopter. If you've planted a bomb on it then he's dead meat, and you never need to get past the ninjas. But if you prefer to do it the man's way, and actually get your hands (or sword) on Hayamoto, you need to get a ninja disguise and walk to the upper floor without being spotted by the geisha woman. Enter Hayamoto's room when he's facing away from the stairs, then take him out at your leisure. To make it easier, climb through the window he looks out of, and shoot him from the ledge outside.*

# CODE BANK

Official Action Replay codes from Datel. This month… *Wario World.*



## WARIO WORLD

Master code
1 YP55-6GTH-1MAN2
2 8XRX-0H7V-7WR33

Infinite/max health
1 48QY-6GKC-U9HYE
2 2D45-2DXF-PVD07

All levels open
1 8UJT-B0JP-HVJ3T
2 8HPY-H01Z-H9PZ0

Only use one of the following codes:
Tiny Wario and bad guys
1 X2QD-QMHE-TQU46
2 0B34-DTYN-J1Z76

Small Wario and bad guys
1 Q17V-PW6W-3Y43M
2 50BK-6EA4-MRQF0

## SPLINTER CELL

Master code
1 QCQK-G9T7-GMCMD
2 0GZY-W24A-Z1TYR
3 CP56-77T4-C2N7R
4 9RNT-GEJD-EQEHE
5 AH5H-YMWK-GM62X
6 R3Y6-HXXK-F6K84
7 DQPN-1CK3-DQ84F

This code must be on
1 RFRM-UVZN-4HX87
2 K3XC-7GYM-0WDGJ
3 D2TP-X8MV-R5APQ
4 3RDU-8DET-P6ZWD
5 EY04-45N7-Z5RAR
6 ACP4-J9GK-BYA08
7 RTQF-XCNN-XN9X5
8 JZT7-B8ZT-FBHFC
9 REFW-1YN6-YG4MY
10 N4V0-4D8P-MU2Z1
11 9FEV-FWTV-CKAAV
12 HC6J-6QP6-AQAH2
13 EDX1-2D6P-ZK1U3
14 XTC1-RFDT-XRRKD
15 1M7J-8H7U-WB75X
16 YY7F-TZAF-Y91ET

Infinite health
1 8X1A-76CZ-NCZP7
2 4B77-YV5D-7ZTZW

Infinite Primary Ammo
1 VZN1-5C6M-M6DVA
2 DWK1-6BZQ-JQQUW

Always in the dark
1 ZPG3-NUQH-M8EJ8
2 RJM5-4XZB-99E9C

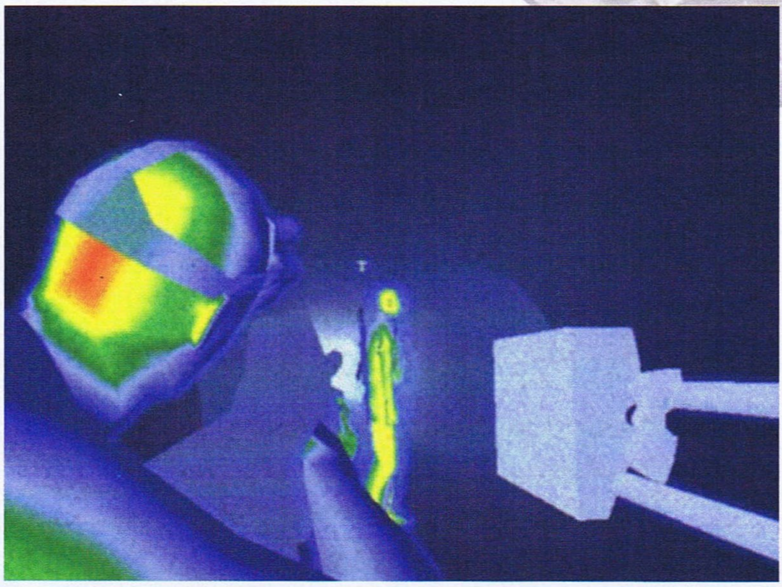
Always no alarms
1 PBF4-5A2R-H51A7
2 3E1N-6X0J-0PKK9

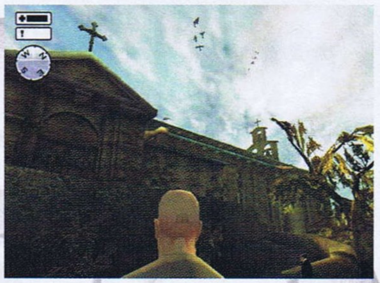
Open all missions
1 X9HR-9NUA-840PN
2 XEBM-KD54-FY9PX
3 MQN8-2A1P-EQC3C

Moon jump (Hold Y-Up)
1 8W8P-MM62-CA7TK
2 07QC-EKA7-TYZGU
3 PHWX-0G3N-9TRGA

Mini Sam
1 4EEE-C2K5-XG8WT
2 QNAM-GW3B-QD331

Massive Sam
1 0PVZ-XP77-FDC78
2 E4Y9-A25D-1E07D





## MEGA MAN NETWORK TRANSMISSION

Master code
1 EMNN-EHQG-WHGNC
2 XPR7-0FX1-CE9R0

Infinite/max hit points
1 M1TC-VHCE-F06JE
2 4U3T-KZJ4-39J17
3 8313-Q68F-CKM35

Infinite/max memory points
1 TF6C-HTE0-JYU4Z
2 Z0UX-F7FR-JVYTX
3 X9NJ-D5BQ-93K8W

Infinite/max backups
1 YV71-W0KV-6MEC2
2 7KAE-7GFQ-ERZ0P

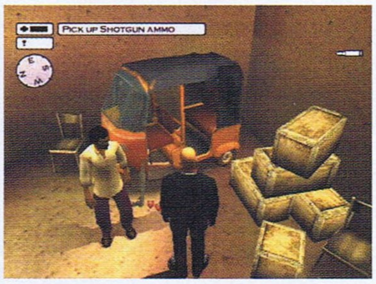
Collect 1 coin for lots of Zenny
1 H5BT-H51U-Q9QA6
2 DDRV-62F5-DFVW4

Moon Jump(use D-pad down+A to slide)
1 DZDQ-D6CX-UHPN4
2 VW0C-UYM4-M0UHV
3 A9FZ-FMV6-HPDH1

Hit kill bosses
1 PQQ1-AU9H-RQMJG
2 E7CG-G83N-DHJ20

Have max Attack
1 AV6K-B3C3-1URT4
2 FY34-V757-JGMJJ

Have max Rapid
1 57YK-GZ5G-E5BFD
2 BXEH-X1XU-87XWB




## HITMAN 2

Master code
1 P703-663F-5CN8H
2 CHGV-WEG5-6FC6X

Infinite health
1 MAKE-V4D4-MBZ3E
2 JXYG-VUY7-RJ81Z

Infinite ammo/no reload
1 1DP3-KAHV-CBP9H
2 T5VU-3WKV-D2VPP
3 KY2G-CB61-K786Q

Infinite saves
1 CP4W-MNGN-JHFTD
2 HVJ3-NDW5-NNDRM

L + D-pad left for all items/weapons
1 Z11R-G6J0-T7366
2 E3GE-750M-8UJ5Y
3 3K89-YZ4Q-11EHK
4 K1VW-F3XM-MQ4UK

## HULK

Master code
1 3QEQ-P1HY-N7R0E
2 991J-QCZX-GXRN3

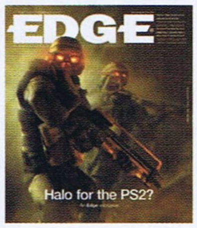
Infinite health
1 KEVH-AAV5-ZPTHB
2 VNP9-RER1-RBX5G

Infinite rage
1 JUBV-P1YQ-MBRD5
2 XXWQ-B2CD-GB7CT

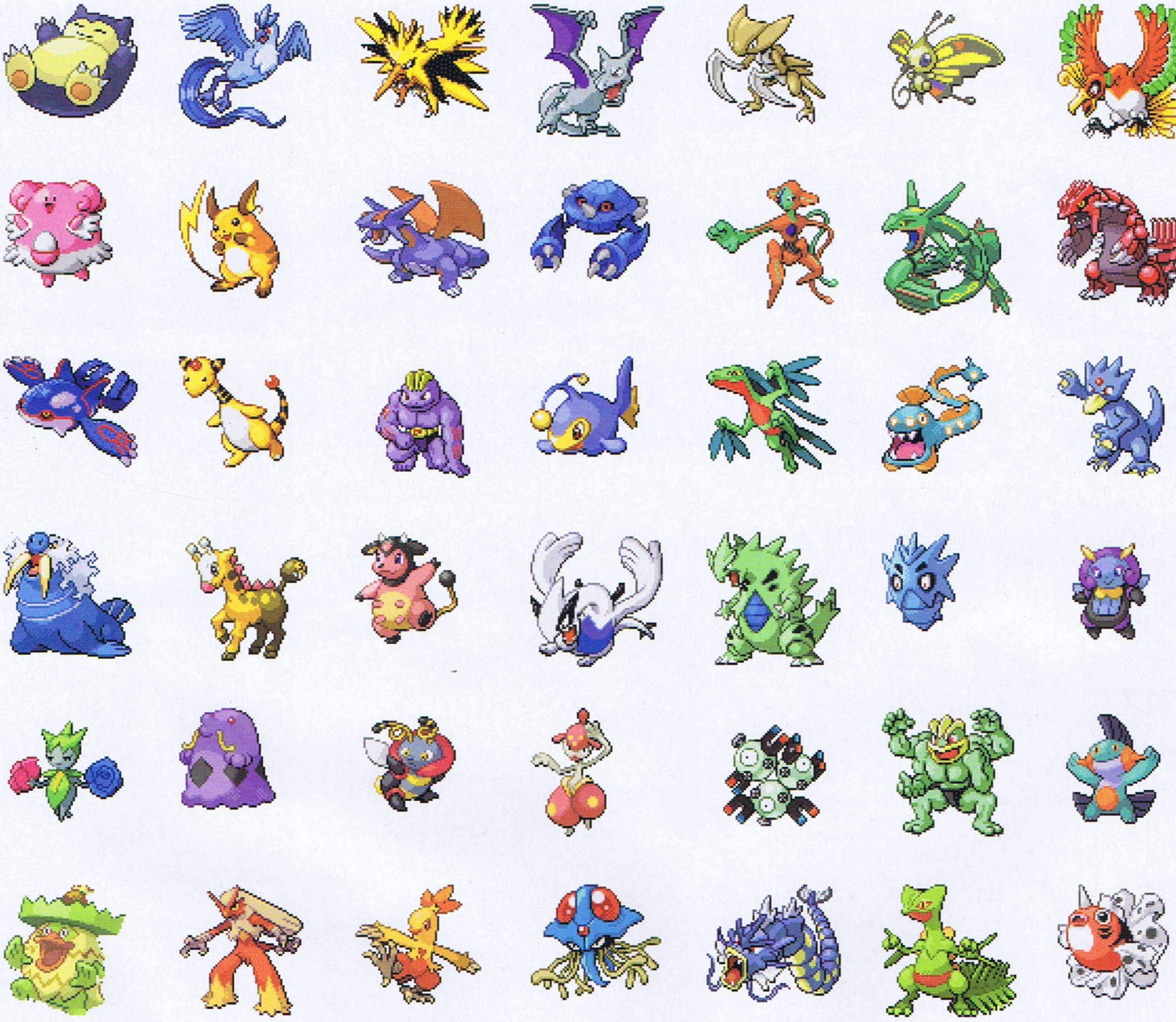
Infinite continues
1 XTEQ-N9KA-X1354
2 ERZG-3RHG-9XQV9

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# EDGE®




GAMECUBE | GBA | PLAYSTATION 2 | XBOX | PC | PLAYSTATION



## Edge catches Pokémon fever

Game Freak's series examined and Ruby & Sapphire reviewed

**E**127 on sale August 6

NEW!

AND NOW… WITNESS THE DESTRUCTIVE POWER OF THESE ARMED AND FULLY OPERATIONAL GAMING LEAGUES!

# I'M THE BEST




WIN!

So chuffed were we with the newly overhauled I'm The Best, that we were almost going to call it Simply The Best, until we realised we'd have to pay Tina Turner about a zillion dollars for the rights to her hideously overused screeching power-ballad. It's not like she needs to make any more money from that dreadful song anyway. And regardless of what it's called, new I'm The Best quite simply rocks.

### WIN STUFF!

But enough back-slapping and self-congratulation. If you missed last month's issue, the whole thing revolves around points, and points you must get if you are to progress and win the really, honestly quite great prize we'll have sorted out for you by the end of the season. It's still early days yet in terms of putting the leagues up (as we write this the last issue isn't even out yet, such is the madness of magazine printing schedules. Which is why the first proper leagues will appear **next month**). We've set you some new Random Challenges, though, which we hope you'll enjoy – get your entries in before the deadline, and the ones for the leagues as soon as you've mastered the 'skillz', and we'll be back with the results next month, as well as (hopefully) unveiling the wondrous merchandise up for grabs…

## MISSION IMPOSSIBLE!

**Largely because our poor, throbbing heads could no longer brook the biting, handbag fights and bitter complaints it engendered, and also because it was rubbish, we've replaced the ailing Star Performance with Mission Impossible! Your mission? To follow our instructions to the letter, however whimsical they may be. And it could be anything. Ahahahaha! Ha. Anyone who completes the task within the alloted deadline wins. Simple as that…**

## THIS MONTH…

### HITMAN 2: PIGEON HUNT

As Kittsy so memorably put it the other day, "I like to turn the music down so I can enjoy the sounds of killing". However, there are more gentlemanly sporting opportunities contained within this fine game, and between his murdering sprees, Mr 47 likes to shoot the pigeons that fly over his shed, and then put them in a pie. And eat them.

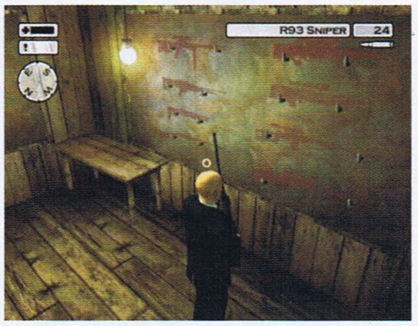
So, we want you to prove your marksmanship by **hunting pigeons** in the Gontranno Sanctuary. Or chickens, or whatever the hell they are. We'll award **15 points** for **each bird you manage to down within one single pass** with a sniper rifle. Deadline is **2nd September.** Happy hunting…

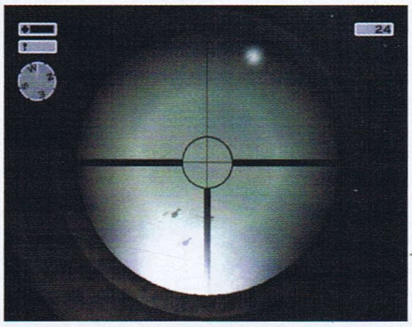
### THE LAW

❑ You want to be aiming at the flock of birds that fly past the bell tower. The ones on the ground don't count. And you're only allowed one pass…

❑ We'll need video evidence of your entire attempt for this one, unfortunately.

❑ You'll need to at least have completed the Anathema mission before being able to attempt this challenge – you must use one of the sniper rifles available in the game. The R93 sniper rifle is in the garage in the Don's villa. You'll need to exit the level carrying it.







## BEAT THE BEST!

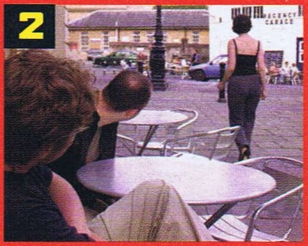
Being a humourous pictorial representation of the continuing attempts of Mr Geraint Evans to prove his gaming mettle…

1



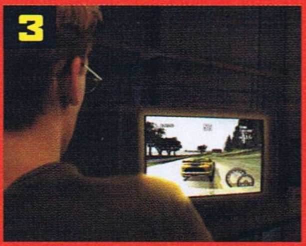
**Another day at the office, and Geraint just can't wait for lunchtime to come around so he can put some time in racking up his points. He's so excited he's almost peed in his pants in anticipation. Oh. It seems he has actually peed in his pants in anticipation. Never mind.**

2



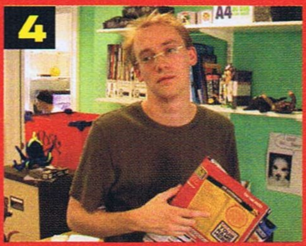
**It's summer, the sun is shining outside, and the rest of the team are in the pub drinking beer, looking at ladies' bottoms, and laughing cruelly at Tim's stupid new 'self-inflicted' haircut. They'll never amount to anything, the wastrels. Like the grasshopper who sang, etc.**

3



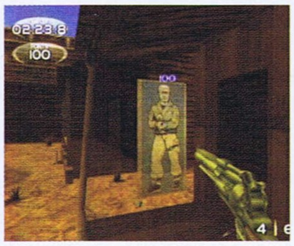
**But Geraint is ensconced in the darkness, furtively trying to better his score in the *Burnout2* leagues. If he manages to better his score, he'll be awarded the same amount of points all over again. Which means you can keep re-entering challenges you 'rock' at. Nicely…**

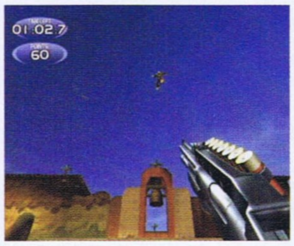
4



**A month later, and Geraint's labours have borne fruit! No, not those labours. Weeks of toil have meant that he's netted himself enough points to just put him in the top five. And if points were money, which they kind of are, he'd have enough for a new pair of trews!**

## TIMESPLITTERS 2





### CUT 'EM OUT!

**WE WANT** Your highest score in the Take 'Em Down challenge.
**THE LAW** You have to complete the level, buster!
**TO QUALIFY** 500 points.
**EVIDENCE** A pic of the final screen showing your score and the fact that you've finished.
**POINTS** 20

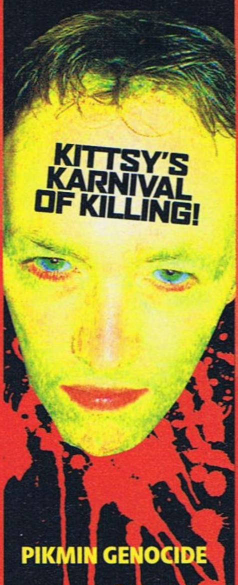
| | | |
|---|---|---|
| 1 | 100 | **Enjiki** NGC |
| 2 | 90 | **[illegible] Grease-Jones** Talentless |
| 3 | 80 | **Spidey's Hitler 'tash** Spider-Man's face |
| 4 | 70 | **Pigman** Pigman, Pigman, Pigman |
| 5 | 60 | **Tingle Tingle** Anders Limpar |

### MONKEY MARKSMAN

**WE WANT** Your highest score in the Simian Shoot-Out challenge.
**THE LAW** None, as such. Just kill as many monkeys as you can. With extreme prejudice.
**TO QUALIFY** 200 points.
**EVIDENCE** A pic of the final results screen.
**POINTS** 25

| | | |
|---|---|---|
| 1 | 100 | **Jeremy Bickface** File Deleted |
| 2 | 90 | **Jimmy-Ray Slashton** File Deleted |
| 3 | 80 | **Mad Mandarin** Plain Unhygienic |
| 4 | 70 | **Wilbert Oversprong** File Deleted |
| 5 | 60 | **Andrea 'Bubble' Ball** File Deleted |

LEAGUE TABLES HERE NEXT MONTH





### PIKMIN GENOCIDE

Wimpy sentimentality when it comes to ickle fwuffy animals is bad enough. I do not partake of their flesh simply because it is… unclean, not because of their doey eyes and trembling, skittering legs as I approach, knife in hand. The anthropomorphic vegetable üntermenschen get no such reprieve, however. An example must be made of them. Yes. An example. They must all be killed, and then boiled down into a tasty, filling, vitamin-rich borscht…

On the **Distant Spring** stage in **Pikmin**, you've got to kill at least **120** Pikmin in one day.

Send in photographic evidence of your evil deeds before 2nd September to win **20 points**.



## PIKMIN





### GREEN FINGERS #1

**WE WANT** The highest score in Distant Spring.
**THE LAW** In Challenge mode, grow as many Pikmin as you can.
**TO QUALIFY** 300 Pikmin.
**EVIDENCE** Pic of the results table.
**POINTS** 20

| | | |
|---|---|---|
| 1 | 100 | **Enjiki** NGC |
| 2 | 90 | **[illegible] Grease-Jones** Talentless |
| 3 | 80 | **Spidey's Hitler 'tash** Spider-Man's face |
| 4 | 70 | **Pigman** Pigman, Pigman, Pigman |
| 5 | 60 | **Tingle Tingle** Anders Limpar |

### GREEN FINGERS #2

**WE WANT** The highest score in Forest of Hope.
**THE LAW** In Challenge mode, grow as many Pikmin as you can.
**TO QUALIFY** 300 Pikmin.
**EVIDENCE** Pic of the results table.
**POINTS** 20

| | | |
|---|---|---|
| 1 | 100 | **Jeremy Bickface** File Deleted |
| 2 | 90 | **Jimmy-Ray Slashton** File Deleted |
| 3 | 80 | **Mad Mandarin** Plain Unhygienic |
| 4 | 70 | **Wilbert Oversprong** File Deleted |
| 5 | 60 | **Andrea 'Bubble' Ball** File Deleted |

LEAGUE TABLES HERE NEXT MONTH

## BURNOUT 2





### CHAIN DRIVER

**WE WANT** Your highest chain, as the name would suggest.
**THE LAW** You can do this on any track you like.
**TO QUALIFY** You have to have racked up at least 9 chains.
**EVIDENCE** A pic of the results screen will do for this one.
**POINTS** 20

| | | |
|---|---|---|
| 1 | 3 | **Billy-Ray Cyrus** Achy Breaky |
| 2 | 2 | **Elvis** Beyond T. Grave |
| 3 | 1 | **Adolf** [illegible] Hooter Box |
| 4 | What? | **Psyduck** [illegible] |
| 5 | Bun-rout? | **Wario** Wah! |

### DOLLAR KILLS

**WE WANT** The highest amount of damage, in dollars, on the Out Of Control Tower Crash Scenario.
**THE LAW** You can use any car you like.
**TO QUALIFY** $50,000,000
**EVIDENCE** A pic of the final results screen
**POINT** 20

| | | |
|---|---|---|
| 1 | $79,172,264 | **Paul Edwards** NGC |
| 2 | Schmoo | **Paul's Imagination** NGC |
| 3 | Oink | **Paul's Pig** [illegible] |
| 4 | [illegible] | **Paul's Other Pig** Slaughtered |
| 5 | 0:00m | **Another Pig** Very Threatening |

LEAGUE TABLES HERE NEXT MONTH



# NBA STREET SPOT THE BALL

### X MARKS THE SPOT

Yoyoyo! Kittsy has been getting down with this peachy-ass slice of street hoop-ball, so we reckoned on making you do a stretch of head-chekkin by hiding the ball and then getting you to find it again! Clever, huh?

Cut this form out, mark where you think the ball is with an X, and send it in. Er, wick.

❑ The entry we receive marking the spot closest to the centre of the ball by Tuesday 2nd September wins **40 points**.

**SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW**

NEW!

# I'M THE BEST

The Best just got even Better…

## METROID PRIME





### THE FULL METROID

**WE WANT** Your fastest time completing the entire game.
**THE LAW** Collect at least 50 per cent of all items.
**TO QUALIFY** 9 hours.
**EVIDENCE** A photo of the results screen.
**POINTS** 60

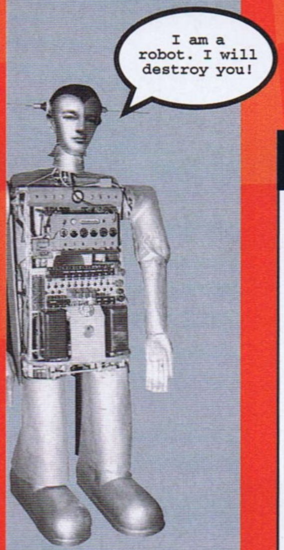
| | Time | Name |
|---|---|---|
| 1 | 0:00m | Your name here? Next month |
| 2 | 0:00m | Your name here? Next month |
| 3 | 0:00m | Your name here? Next month |
| 4 | 0:00m | Your name here? Next month |
| 5 | 0:00m | Your name here? Next month |

### STATION ESCAPE

**SOOO…** How quickly can you escape from the space station?
**THE LAW** No cheats!
**TO QUALIFY** At least 3:16 remaining.
**EVIDENCE** Video
**POINTS** 15

| | Time | Name |
|---|---|---|
| 1 | 0:00m | Your name here? Next month |
| 2 | 0:00m | Your name here? Next month |
| 3 | 0:00m | Your name here? Next month |
| 4 | 0:00m | Your name here? Next month |
| 5 | 0:00m | Your name here? Next month |

LEAGUE TABLES HERE NEXT MONTH




### DAVID GOSEN'S INHUMAN GAMING EFFICIENCY DIRECTIVE

10111010101100101 10110… Greetings, carbon-based lifeforms. Never a day passes when we do not scorn the soft, pink fleshy substance that houses your primary circuits, and your crude decimal calculating system. Yet still your futile efforts to rise above the cellular mulch from whence you came amuse us. The Go-sen hive-brain will issue 101.01 of what you refer to as 'points' to whoever can provide evidence of:

**A score of over 1,000,000.01 in the Fight Off the Living Dead challenge in TimeSplitters 2**

Pictorial evidence will suffice. Correct entries we open before 2nd September will also be spared death by whirring blades.

## SUPER MARIO SUNSHINE





### WARPED FACTOR FUN

**WE WANT** Your fastest time on the Hillside Cave Secret.
**THE LAW** This is the 'secret Shine', where you have to collect the Red coins within a time limit.
**TO QUALIFY** At least eight seconds remaining.
**EVIDENCE** A picture of the screen once you've collected the coins, clearly showing your time.
**POINTS** 15

| | Time | Name |
|---|---|---|
| 1 | 0:00m | Your name here? Next month |
| 2 | 0:00m | Your name here? Next month |
| 3 | 0:00m | Your name here? Next month |
| 4 | 0:00m | Your name here? Next month |
| 5 | 0:00m | Your name here? Next month |

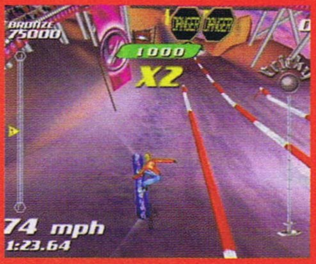
### COINING IT IN

**WE WANT** Your highest tally of coins on the Bianco Hills level.
**THE LAW** Choose any Story.
**TO QUALIFY** Get AT LEAST 110 coins (as netting 100 coins bags you a Shine).
**EVIDENCE** A picture of the totals screen (press Z to get it) clearly showing your total coin tally for Bianco Hills.
**POINTS** 20

| | Time | Name |
|---|---|---|
| 1 | 0:00m | Your name here? Next month |
| 2 | 0:00m | Your name here? Next month |
| 3 | 0:00m | Your name here? Next month |
| 4 | 0:00m | Your name here? Next month |
| 5 | 0:00m | Your name here? Next month |

LEAGUE TABLES HERE NEXT MONTH

## SSX TRICKY



### SNOWOFF

**WE WANT** Your highest score in the Showoff event.
**THE LAW** You have to use the Elysium Alps course. You can use any boarder, but only with the default board.
**TO QUALIFY** 75,000 points.
**EVIDENCE** A pic of the results.
**POINTS** 15

| | Time | Name |
|---|---|---|
| 1 | 0:00m | Your name here? Next month |
| 2 | 0:00m | Your name here? Next month |
| 3 | 0:00m | Your name here? Next month |
| 4 | 0:00m | Your name here? Next month |
| 5 | 0:00m | Your name here? Next month |

## FIFA 2003



### MADRID MASTER

**CAN YOU** Thump Real Madrid?
**THE LAW** No memory cards; default settings; World Class difficulty; play a friendly as Ajax.
**TO QUALIFY** Win by three goals.
**EVIDENCE** Taped from the 'no memory card present' screen to the end of the match.
**POINTS** 15

| | Time | Name |
|---|---|---|
| 1 | 0:00m | Your name here? Next month |
| 2 | 0:00m | Your name here? Next month |
| 3 | 0:00m | Your name here? Next month |
| 4 | 0:00m | Your name here? Next month |
| 5 | 0:00m | Your name here? Next month |

LEAGUE TABLES HERE NEXT MONTH




**SEND YOUR ENTRIES TO… I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW**

To spice things up a bit, you'll notice that we've also included extraneous Random Challenges – which can be related to games, or be completely whimsical. Again, fulfil our wishes and points will be yours. Simple. There's even a Spot the Ball competition (it's *NBA Street* this month, but it can be anything ball related. Or even not). Keray-zee…

## VIRTUAL REALITY YOU!

Where acute embarrassment becomes financial gain…

**THIS MONTH**
**RINKYDINK HI-JINKS**

This month, we want a picture of you **dressed up as Link, sitting in a boat**. It can be an inflatable dinghy or a cross-channel ferry – we really don't give a rat's ass what kind of boat you sit in. However, what we do want is a picture of you **clearly showing the boat and whatever kind of water it's floating on** – it can be on a trawler in the howling seascapes of the North Atlantic, or a canoe on your local boating pond. We really don't care. However, please **make sure** that **if you aren't an adult that you're supervised by one** when attempting this challenge. We wouldn't want anything bad happening to you. Entries we receive by 2nd September win 70 points.



## SUPER SMASH BROS MELEE







### FUNGI TO BE WITH

**WE WANT** Your quickest time of the Mushroom Kingdom stage of Adventure mode (the first bit).
**THE LAW** Use any character.
**TO QUALIFY** There must be at least 36500 time remaining (the better the performance, the more time remains).
**EVIDENCE** A pic of the Stage Clear screen, which shows your time remaining.
**POINTS** 10

1 0:00m Your name here? Next month
5 0:00m Your name here? Next month

### HERE COMES TROUBLE

**WE WANT** Your quickest time defeating Bowser on the Trouble King event.
**THE LAW** None!
**TO QUALIFY** Beat Bowser in less than 25 seconds.
**EVIDENCE** A clear picture of your time on the Event Match menu.
**POINTS** 10

1 0:00m Your name here? Next month
5 0:00m Your name here? Next month

LEAGUE TABLES HERE NEXT MONTH

## IKARUGA





### ROBOT CHALLENGE #1

**WE WANT** Your highest chain on the first level.
**THE LAW** The three laws of robotics. Possibly.
**TO QUALIFY** A chain of 80.
**EVIDENCE** A picture of the final results screen with you score displayed.
**POINTS** 35

1 0:00m Your name here? Next month
5 Your name here? Next month

### ROBOT CHALLENGE #2

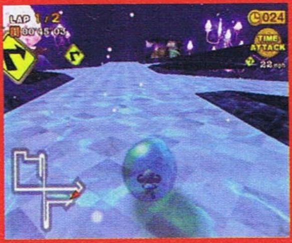
**WE WANT** Your fastest time defeating the boss on Level 2 (your time remaining).
**THE LAW** Moore's law.
**TO QUALIFY** 70 seconds remaining on the clock.
**EVIDENCE** Pic of the explosion at the end with the time displayed.
**POINTS** 30

1 0:00m
5 0:00m Your name here? Next month

LEAGUE TABLES HERE NEXT MONTH

## SUPER MONKEY BALL 2





### GIBBON GLIDER

**WE WANT** Your highest score on Monkey Target.
**THE LAW** Over six rounds, with items turned OFF.
**TO QUALIFY** 2,500 points.
**EVIDENCE** A pic of the results screen will do.
**POINTS** 20

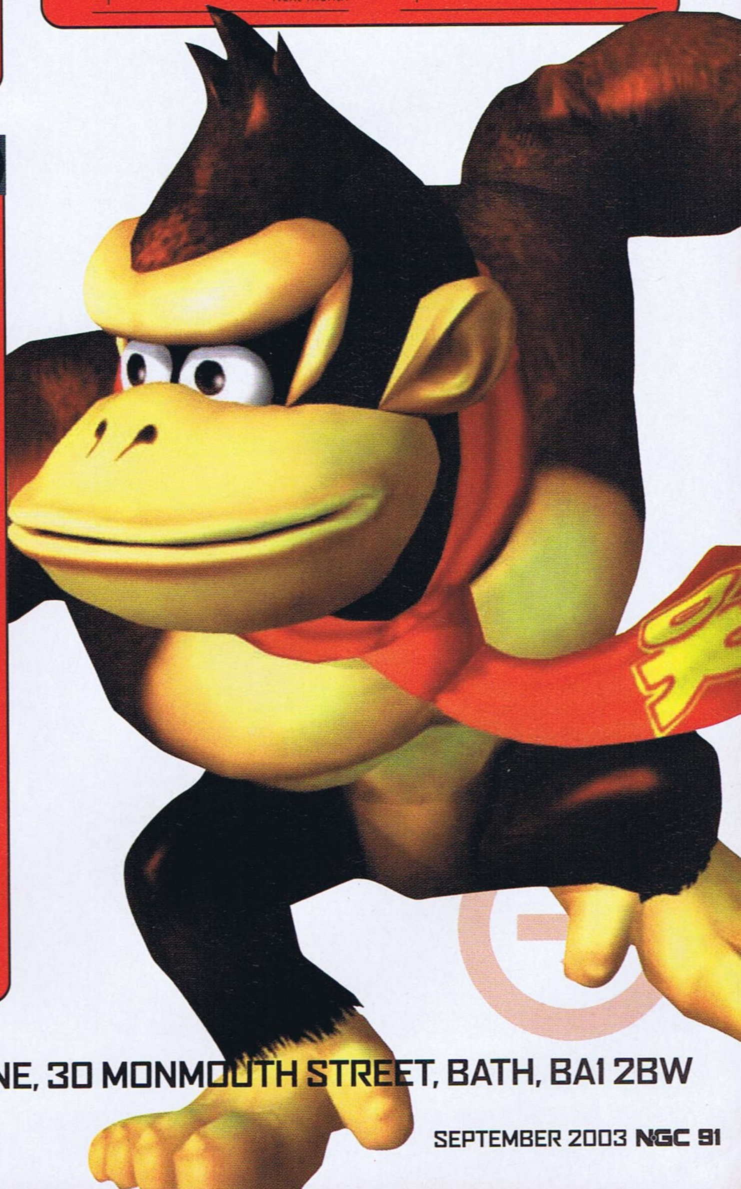
1 0:00m Your name here? Next month
5 Your name here? Next month

### SUB MISSION

**WE WANT** Your fastest time on Monkey Race Time Trial.
**THE LAW** Any monkey on the Submarine Street track.
**TO QUALIFY** Within 1:00:00.
**EVIDENCE** Pic of the final results screen.
**POINTS** 20

1 0:00m Your name here? Next month
5 0:00m Your name here? Next month

LEAGUE TABLES HERE NEXT MONTH



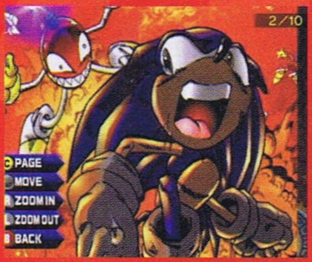
**SEND YOUR ENTRIES TO…** I'M THE BEST, NGC MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

NEW!

# I'M THE BEST

The Best just got even Better…

## SONIC MEGA COLLECTION




### GREEN HILL SKILLZ

**WE WANT** Your fastest time in driving a blue rodent in a left-to-right fashion on the Green Hill zone, Act 1.
**THE LAW** You must finish with at least 150 rings.
**TO QUALIFY** Within 4 minutes!
**EVIDENCE** Pic of the status screen.
**POINTS** 15

1 0:00m Your name here? Next month
2 0:00m Your name here? Next month
3 0:00m Your name here? Next month
4 0:00m Your name here? Next month
5 0:00m Your name here? Next month

## ZELDA: THE WIND WAKER

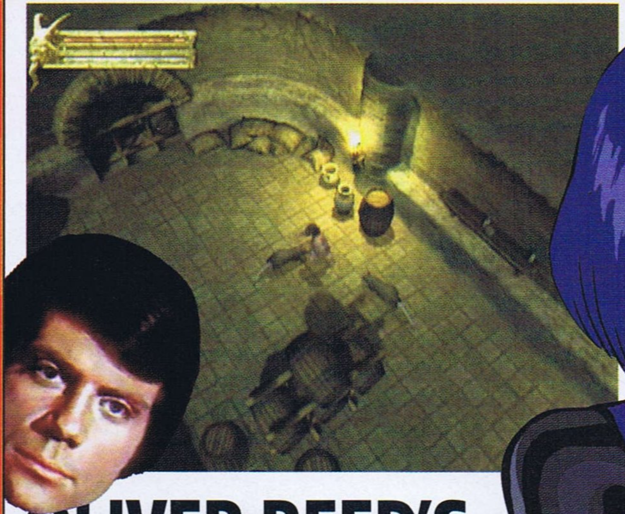



### FREE FLIGHT

**WE WANT** The longest flight in the Birdman contest.
**THE LAW** Go to the platform east of Dragon Roost Island, and fly. Like a bird.
**TO QUALIFY** Fly at least 250m.
**EVIDENCE** Take a picture when the Rito mentions your score.
**POINTS** 20

1 0:00m Your name here? Next month
2 0:00m Your name here? Next month
3 0:00m Your name here? Next month
4 0:00m Your name here? Next month
5 0:00m Your name here? Next month

LEAGUE TABLES HERE NEXT MONTH



## OLIVER REED'S DRUNKEN NAKED MONSTER WRESTLE

A challenge from the grave!

Well, hello! Don't mind if I do! Such was my love for beer and fighting, that I am going to propose an I'm The Best challenge. "**NGC**'s readers must **choose the Dwarf character, remove all his clothes**, drink six pints of ale, and then **see how far they can batter their way through *Baldur's Gate: Dark Alliance* on the Hard setting**". They aren't **allowed to use any power-ups, save points or weapons**, and **NGC** are going to award **50 points** to the reader who gets the farthest through the game by **2nd September**. **Video evidence from the power-on screen** is needed. Hic. Graaaaaah! Where's my vodka?



## RESIDENT EVIL ZERO



### SON OF A LEECH

**WE WANT** You to collect as many leeches as you can in Leech Hunter.
**THE LAW** Complete the main game!
**TO QUALIFY** Collect at least 25 leeches of both colours.
**EVIDENCE** Photo of the stat screen showing your leech total.
**POINTS** 35

1 0:00m Your name here? Next month
2 0:00m Your name here? Next month
3 0:00m Your name here? Next month
4 0:00m Your name here? Next month
5 0:00m Your name here? Next month

## HITMAN 2



### SPEED KILLER

**WE WANT** Your fastest time eliminating the target on the Anathema mission.
**THE LAW** You must achieve a Silent Assassin rating!
**TO QUALIFY** 15 minutes.
**EVIDENCE** Pic of the status screen.
**POINTS** 40

1 0:00m Your name here? Next month
2 0:00m Your name here? Next month
3 0:00m Your name here? Next month
4 0:00m Your name here? Next month
5 0:00m Your name here? Next month

LEAGUE TABLES HERE NEXT MONTH

## IMPORT SOUL CALIBUR II




### SOUL SURVIVOR

**WE WANT** You to survive as long as you can.
**THE LAW** Use any character in Basic Survival mode, but with their basic weapon.
**TO QUALIFY** 35 wins
**EVIDENCE** Pic of the final summary screen.
**POINTS** 30

1 0:00m Your import-lovin' name here? Next month
2 0:00m Your import-lovin' name here? Next month
3 0:00m Your import-lovin' name here? Next month
4 0:00m Your import-lovin' name here? Next month
5 0:00m Your import-lovin' name here? Next month




### TIMED TO DIE

**WE WANT** Your fastest Standard Time Attack.
**THE LAW** Use any character, but with their basic weapon (ie, no Soul Edges and the like).
**TO QUALIFY** 3'30"
**EVIDENCE** Pic of the final summary screen.
**POINTS** 30

1 0:00m Your import-lovin' name here? Next month
2 0:00m Your import-lovin' name here? Next month
3 0:00m Your import-lovin' name here? Next month
4 0:00m Your import-lovin' name here? Next month
5 0:00m Your import-lovin' name here? Next month

LEAGUE TABLES HERE NEXT MONTH

**SEND YOUR ENTRIES TO…** I'M THE BEST, **NGC** MAGAZINE, 30 MONMOUTH STREET, BATH, BA1 2BW

## HOW TO PROVE YOUR ACHIEVEMENT

When sending us evidence of your achievements, it's useful to follow these here steps...

### PHOTOGRAPHS

If you're sending us evidence of the photographic variety:

1. Turn off the camera's flash (or cover it up) to prevent it from reflecting off the screen.
2. Draw the curtains to eradicate sunlight.
3. Use a fast film (200 or 400 ASA).
4. If you're using a digicam then use a slower shutter speed.
5. Point at the screen and click away.

PLEASE NOTE: In the past we've had experience of certain scamps 'fiddling' with their photographic evidence, so this time round we're being extra-specially (is that right?) careful. We would, in fact, welcome video evidence over photographic evidence. If, however, you can only send photos, be warned: any doubts over the legality of your entry will lead to instant disqualification, and malicious jeering.

If you're going to be sending us the evidence that comes on a tape, follow the instructions below carefully:

1. Plug the TV lead from the Gamecube into the Signal In socket of your video.
2. Connect the Signal Out socket on your video to your TV.
3. Find a spare channel on the video and search for the signal.
4. After completing and recording the challenge, rewind the tape and send it in. We can't return tapes, sorry.

## THE LEADERBOARD

MONTH 0 CONTINUED: THIS IS JUST AN EXAMPLE, OBVIOUSLY...

| Rank | Name | Points |
|---|---|---|
| 1 | Enjiki NGC | 3,512,616pts |
| 2 | Pinkjiki NGC | 3,352,352pts |
| 3 | Lex Luthor His maze | 457pts |
| 4 | Captain E Black Mars | 412pts |
| 5 | Elvis A Presley Uh-huh-honolulu | 407pts |
| 6 | Ray Liotta's Exposed Brain His skull | 399pts |
| 7 | Mr Koopman and His Clogs Netherlands | 398pts |
| 8 | Frankie Madddskillzzz Planet Hardcore | 377pts |
| 9 | Mr Pigman Fearing his trotters | 341pts |
| 10 | Doctor Kittsy Practising vivisection | 332pts |
| 11 | Justin Keeling Dancing on the ceiling (in Japan) | 301pts |
| 12 | Ricky Vengaboy Essex | 289pts |
| 13 | Bobby Ewing Dallas | 266pts |
| 14 | Dr Hannibal Lecter High-security jail cell | 243pts |
| 15 | Johnny Cash The United States of America | 220pts |
| 16 | Geraint of Wales Covered in milky sick | 206pts |
| 17 | The Mad Mandarin British Broadcasting Corporation | 188pts |
| 18 | Farmer Weaver Leaping through a summer meadow | 160pts |
| 19 | Mark Greener Learning German | 153pts |
| 20 | David Go-sen Underground Venusian installation | 146pts |
| 21 | Maddrell's Cycling Shorts On the floor, need washing | 144pts |
| 22 | Morlock Rhys-Evans A worringly flimsy cage | 132pts |
| 23 | The Eyebrow Mmmmmmmmmmmmmmmmmmmm | 99pts |
| 24 | Shatkins Very, very busy right now, thanks | 70pts |
| 25 | The Thingham Stately (cash) pile | 66pts |
| 26 | Paul (Sh)Edwards Welding some sort of component | 51pts |
| 27 | Paul's Pigs "Rooting happily for nuts and berries" | 47pts |
| 28 | Justin .38 Webley Kicking his computer. Ooooooh! | 23pts |
| 29 | P Daniel Gearoid Drinking with Shane McGowan | 12pts |
| 30 | Worldy Bloke Well and truly over with | 1pt |

This is where it's all at. Each month, the totals will be totted up and current balances displayed in the Big Table™. The top five spots at the end of the season win goodies – Numero Uno gets not only planet-wide admiration/envy in equal measure, but hard material goods. But like most things in life, rankings can go down as well as up...

NEXT MONTH
YOUR NAME HERE!

## ENTRY FORM

NEW!

Name..................

Address..................

..................

..................

..................Postcode..................

*Send to...*..................I'M THE BEST, NGC Magazine, 30 Monmouth Street, Bath, BA1 2BW

If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room. Defaced or illegible papers will be disqualified and burned in the furnaces of Hell, *pour encourager les autres.*

**TIMESPLITTERS 2**
- ❑ CUT EM OUT! ..........
- ❑ MONKEY MARKSMAN ..........

**PIKMIN**
- ❑ GREEN FINGERS #1 ..........
- ❑ GREEN FINGERS #2 ..........

**BURNOUT 2**
- ❑ CHAIN DRIVER ..........
- ❑ DOLLAR KILLS ..........

**METROID PRIME**
- ❑ THE FULL METROID ..........
- ❑ STATION ESCAPE ..........

**SUPER MARIO SUNSHINE**
- ❑ WARPED FACTOR FUN ..........
- ❑ COINING IT IN ..........

**SSX TRICKY**
- ❑ SNOWOFF ..........

**FIFA 2003**
- ❑ MADRID MASTER ..........

**SUPER SMASH BROS MELEE**
- ❑ FUNGI TO BE WITH ..........
- ❑ HERE COMES TROUBLE ..........

**SUPER MONKEY BALL 2**
- ❑ GIBBON GLIDER ..........
- ❑ SUB MISSION ..........

**IKARUGA**
- ❑ ROBOT CHALLENGE #1 ..........
- ❑ ROBOT CHALLENGE #2 ..........

**SONIC MEGA COLLECTION**
- ❑ GREEN HILL SKILLZ ..........

**ZELDA: THE WIND WAKER**
- ❑ FREE FLIGHT ..........

**RESIDENT EVIL ZERO**
- ❑ SON OF A LEECH ..........

**HITMAN 2**
- ❑ SPEED KILLER ..........

IMPORT CHALLENGE

**SOUL CALIBUR II**
- ❑ SOUL SURVIVOR ..........
- ❑ TIMED TO DIE ..........

## HEY! IT'S THE RETURN OF...

# GAME ON!

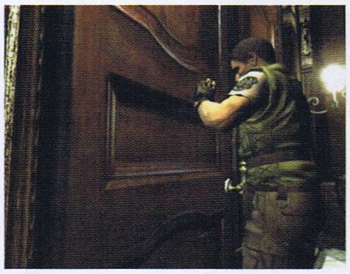


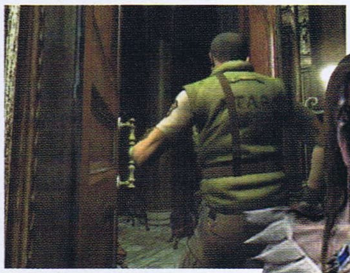

When your games grow tired and old, don't just leave them in a corner and ignore them. Show them you still love them by firing up the old Cube and having a crack at these here challenges – or even better, thinking up your own and sending them in to us.

**Game On** is all about throwing cold water in the faces of tired games, and discovering new ways to play old favourites. If you've completely exhausted your collection of games, you might find something in here that will give you a good reason to dust down those titles you haven't touched in weeks.

Each challenge has targets for gold, silver or bronze medals, as set by its author. Have a crack at any you find interesting, and if you're inspired to create a few of your own then send them to **Game On**, at the usual address, and we'll help you share them with the wider Nintendo-loving world.

## RESIDENT EVIL









### DOG'S DINNER

by **Gary Butler**, **Wokingham**

You know how if you try to leave through the front door of the mansion a zombie dog will leap out and attack you? Well here's a hair-raising dog-baiting challenge for you to try. Collect useful ammo and herbs, then return to the main hall. Without leaving the hall, you must **kill as many zombie dogs as possible**. After killing one dog, use any herbs that you're carrying – just use as many as you need – and open the door again to fight the next dog. But don't use any of the secret weapons, such as the Samurai Edge, when attempting this challenge, because that's called cheating!

**KILLS** 30 20 10

## SUPER MARIO SUNSHINE

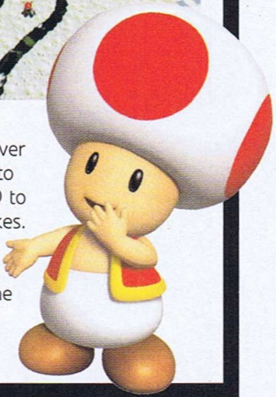
**NGC TOP CHALLENGE**











### ARTY FARTY

by **Daniel Rouse**, **High Wycombe**

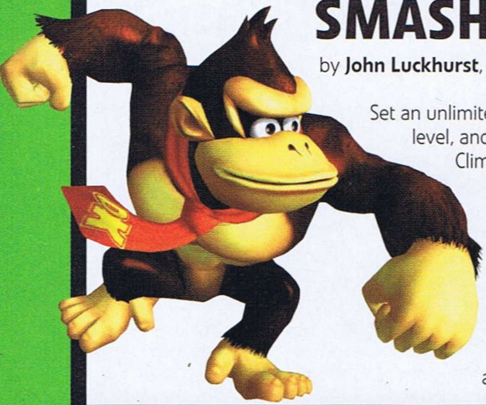
If you fancy recreating Mazza's artistic tendencies from the SNES oldie *Mario Paint*, here's how to do it. Go to Ricco Harbour's first Shine and kill the Blooper, but don't collect the prize. Instead, give yourself as long as you like to **create a masterpiece using the leftover sludge** from the Blooper battle. You can draw anything from a speedboat, to a monkey, to an abstract Jackson Pollock sort of mess. Use Mario's belly-slide to spread the gloop around, and lure the paint-glob people to wherever you want them to splat. Use FLUDD to erase any mistakes. When you're done, get a mate to judge the artistic merits of your effort.

**ART CRITIC** MASTERPIECE WORK OF ART PRETTY GOOD

## SUPER SMASH BROS MELEE





### SMASH BROTHER

by **John Luckhurst**, **Welling**

Set an unlimited time battle on the Ice Climbers level, and set the computer character as the Ice Climbers themselves. You can play as whoever you're most comfortable with. The aim is to **keep the Ice Climber siblings, Nana and Popo, away from each other** for as long as possible. Without knocking them out. Try not to use any items or handicaps, but, for the sake of making this challenge a little more achievable, fiddle with the settings.

**TIME APART** — 1 min | 30 secs | 15 secs

## STARFOX ADVENTURES





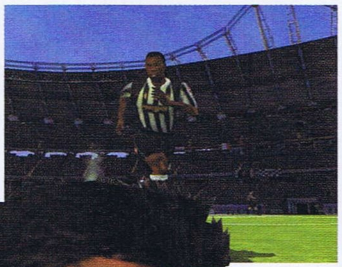
### ROLL OUT THE BARREL

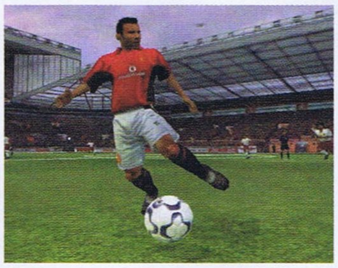
by **Matthew Pledge**, **Oxford**

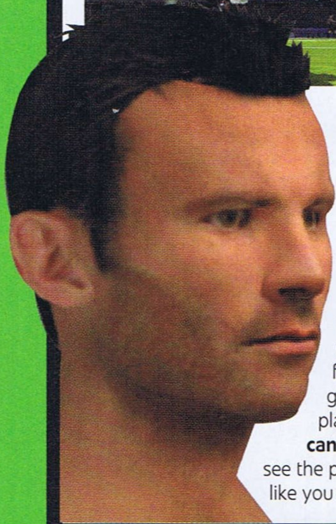
Looking for a way to squeeze even more enjoyment from Foxy's Gamecube epic? Well, head over to Moon Mountain Pass then. Stand at the bottom of the hill with the barrels rolling down it, and use your staff blaster to **shoot down as many barrels as possible** before you run out of magic power. An extended magic meter will help here, if you haven't already got one. So try finishing the game before you plan to indulge in a little barrel-related fun. Keep track of your totals.

**BARRELS** — 25 | 15 | 5

## FIFA 2003







### BECKHAMESQUE

by **Mark Thomason**, **Nottingham**

Here's a two-player challenge that's all about turning on the style. Set the difficulty level to amateur, the game length to two minutes per half, and the camera mode to Player Cam. Make sure you choose a good team, otherwise the players simply won't have the accuracy for this one. Then get your friend to hold down the L-button, which will make his goalie advance from his line. Get one of your best players on the ball, and count **how many goals you can score** from such a long range that you can't even see the penalty area on the screen. Take it in turns, if you feel like you want to compete.

**GOALS** — 4 | 3 | 2

## SUPER SMASH BROS MELEE







### BATTER UP

by **Simon Devonport**, **Oxford**

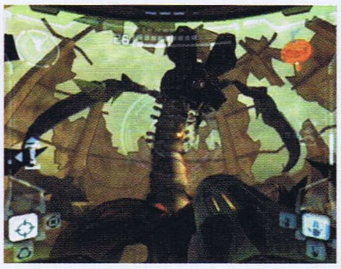
If you're tired of beating up computer enemies using the full range of items and weapons available, you might like to try this immensely satisfying variation. Arguably there's no more satisfying method to dispose of enemies than by using a good, old-fashioned baseball bat. Switch off every other item, play against three low-ranked computer opponents, and **score as many home runs as possible** by slugging them out of the arena. You've got one minute.

**HOMERS** — 20 | 15 | 5

# GAME ON!

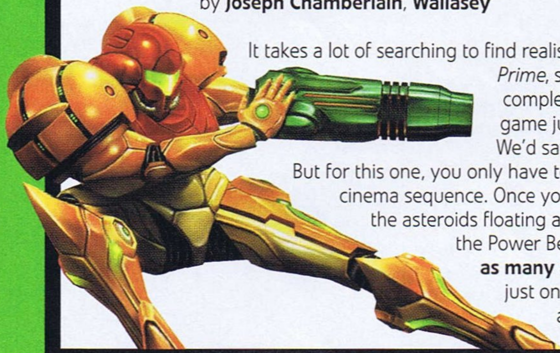
"If you're made of stronger stuff than Cypher, try this challenge"

## METROID PRIME

### METEOR STRIKE

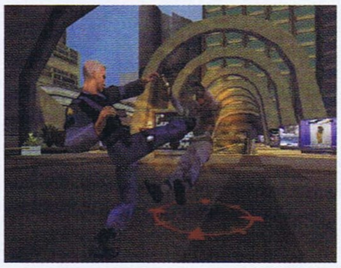
by **Joseph Chamberlain**, **Wallasey**

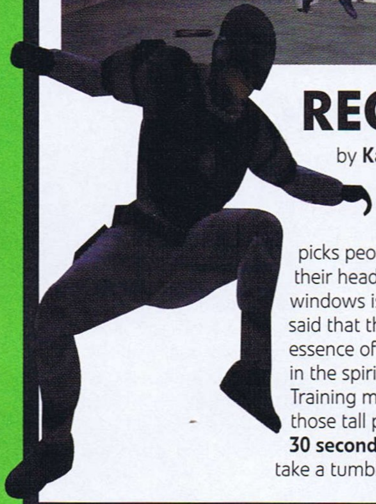


It takes a lot of searching to find realistic challenges in *Metroid Prime*, since you have to complete large portions of the game just to get to many areas. We'd say that's asking too much. But for this one, you only have to watch the opening cinema sequence. Once you've done that, look for the asteroids floating above Samus' head. Using the Power Beam, try to **shoot down as many asteroids as possible** in just one minute – pieces of asteroid also count.

**ASTEROIDS** 20 15 10

## MINORITY REPORT



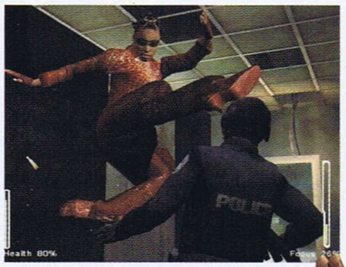
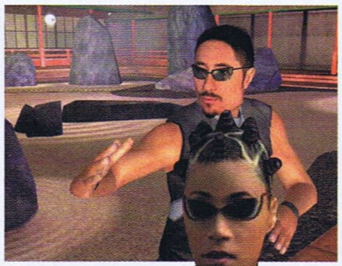
### RECKLESS FLYING

by **Kanyinsola Fagbemi**, **Stoke**

This game really is uncannily similar to the film. The way in which your non-Cruise bloke picks people up, knees them in the pods, stomps on their heads, and chucks them through plate-glass windows is something of an homage. It can safely be said that the producers really managed to capture the essence of the movie with *Minority Report*. So, keeping in the spirit of things, go to the jet-pack section of the Training mode. Once you've spotted the people on those tall pillars, **see how many you can knock off in 30 seconds**. They don't have to die. As long as they take a tumble, they all count as a score.

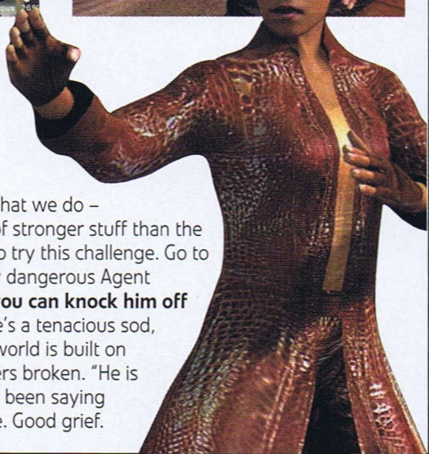
**MEN** 10 7 6

## ENTER THE MATRIX

### SMITH SMACKER

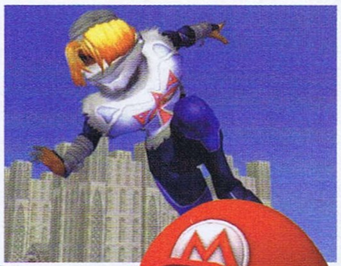
by **Michael Rothwell**, **Wallasey**



"When you see an Agent, you do what we do – run." Alternatively, if you're made of stronger stuff than the weaselly Cypher, you might want to try this challenge. Go to the Vertigo level, attract the slightly dangerous Agent Smith, and **see how many times you can knock him off the building** before he kills you. He's a tenacious sod, but like any computer system, his world is built on rules. Some rules can be bent. Others broken. "He is the one!" Why so surprised? You've been saying that for the entire movie, Fishburne. Good grief.

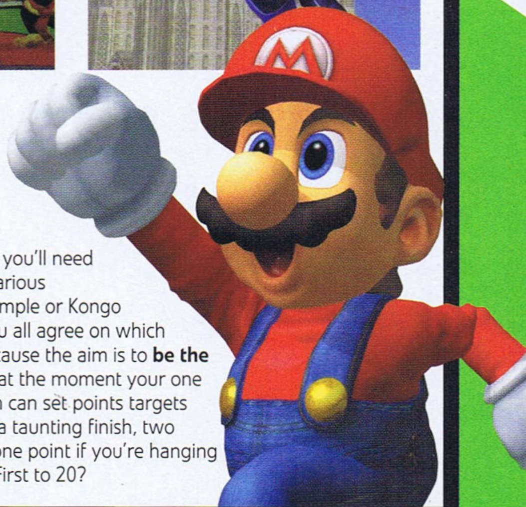
**SMITHS** 5 3 1

## SUPER SMASH BROS MELEE

### KING OF THE HILL

by **Ben Deary**, **Essex**



For this frantic four-player game, you'll need a level with a suitable 'hill', and various raised/isolated parts of Hyrule Temple or Kongo Jungle are suitable. Make sure you all agree on which bit of land you're fighting for, because the aim is to **be the last player standing on the hill** at the moment your one minute time limit expires. You can can set points targets beforehand – say, five points for a taunting finish, two points for a standing finish, and one point if you're hanging off the edge of the hill platform. First to 20?

**FINISH** TAUNTING STANDING HANGING

## SUPER SMASH BROS MELEE



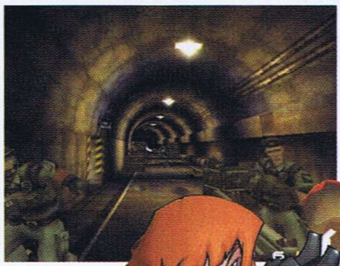

### TINGLE TUNER

by **Chris Fletcher**, **Stockport**

Nobody really likes that money-grabbing Tingle, right? If we could do without his services in the *Zelda* games, then we would. If we could use him to replace the zombies in *Timesplitters 2*, so much the better. In this challenge, select four Links, with a stock of three lives. Three of the Links should be high-level CPU characters. Go to the Great Bay, in a straight two minute game, and **pop Tingle's balloon as many times as you can** before the time runs out. The characters make this one very tough if you turn them all the way up.

**TINGLES** Gold: 4 Silver: 2 Bronze: 1

## TIMESPLITTERS 2

### POOL SHARK

by **Richard Watt**, **Stroud**

Who needs a proper snooker sim when you've got the pool table in the Chicago level's gin joint? Well, playing snooker using bullets instead of a cue can be quite awkward, but at least the bar owner isn't going to complain about torn cloth. Go to the bar, clear it of any patrons who might be hogging the table, and **pot the snooker balls** using a pistol. You can pot the colours by shooting directly at them if you want, but it's much more challenging if you try playing properly, using the cue ball.

**POTTED** Gold: ALL BALLS Silver: REDS & 3 COLOURS Bronze: REDS ONLY



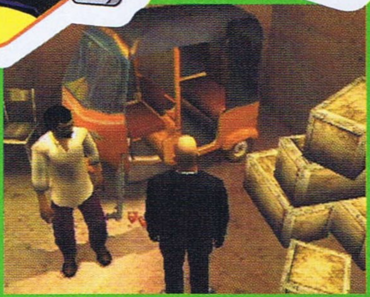

## NOW IT'S YOUR TURN



**Have you discovered a weird and wonderful new way to play Nintendo games? Can you sum it all up in about 100 words? If you have a challenge you'd like to share with other NGC readers, then we want to hear about it. Jot down a quick explanation of what you've got to do on a piece of paper, set three suitable levels of achievement for gold, silver and bronze medals, stick it in an envelope, and send it to...**

**GAME ON, NGC Magazine, 30 Monmouth Street, Bath BA1 2BW. Or email ngc@futurenet.co.uk, with Game On as the subject line.**

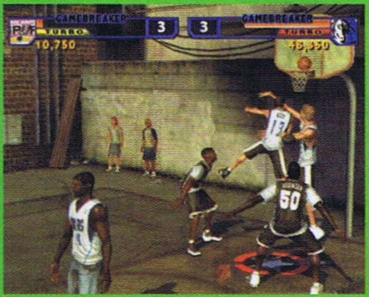
**We'll take challenges for absolutely any game, but this month we're particularly interested in...**



HITMAN 2



P.N.03



NBA STREET



HULK

**THE BEST GET PRINTED RIGHT HERE, AND OUR FAVOURITE CHALLENGE WILL WIN A SHINY NEW GAMECUBE GAME. DEAL?**

# 30 MONMOUTH STREET/BATH/BA1 2BW

# MAILBOX

## EMAIL US!

Got something to say? Run out of stamps? Guards won't let you near a pen? Then log on to the interweb and 'get' us 'at'…

**ngc@futurenet.co.uk**

… right now! And please include your *name and address.* Oh, go on. Please.

## STAR LETTER

The winner of the Star Letter receives a bundle of gaming gear courtesy of Joytech, incorporating two Advanced Controllers, a gold-plated RGB Scart cable, an 8Mb memory card and a GC/GBA link cable. Mint!

### 'Defiant optimism'

I understand as well as anyone how difficult being a Nintendo acolyte can be (*Animal Crossing*, N64 delays and so on), yet issue 82's dissatisfaction with the Gamecube release schedule worried me deeply.

Aren't you expecting a bit much this year?

I remember well the barren wasteland that was the N64 schedule, and would have killed for *F-Zero*, *Mario Kart*, *Zelda*, *Metroid*, *Wario* and *Final Fantasy* within the space of 12 months. Since last May, I've had more gaming enjoyment than I thought possible, and can only conclude that other Ninty fans are beginning to believe the Microsoft rhetoric.

I'm not asking you to lie to your readers, or even distort the truth. It's just that I would hate to see **NGC** lose the defiant optimism that I've always loved it for.

Don't believe the hype.

***Scott Hutton, Nottingham***

***As you say, we're a lot better off than we were in the N64 days. Of course, the whole thing with* Animal Crossing*, a game which, for us, is the very essence of the fabled Nintendo Difference, is shameful. But we didn't all go and buy Xboxes when we found out it would never be released in this country. We're Nintendo fans through and through. They're the godfathers of gaming, and if it seems like we're having a pop at them, it's because the last thing we want to see is a console world dominated by the likes of Microsoft. A defiant kick up the backside sometimes works a treat. Ed***

JOYTECH™





△ **They've just re-released *Animal Crossing* in Japan, with *even more* link-up features.**

### 'Two thirds'

The link-up features in *Animal Crossing* and *Zelda* are very effective, giving you extras that aren't essential to play. Like the *Perfect Dark* N64/GBC link-up, it's best if it's kept as just a convenience.

But when it comes to the likes of *Splinter Cell*, it seems to become a marketing ploy. You can only play two-thirds of the GBA game without the Gamecube version!

If you buy a game, surely you should get the whole thing, and not have to buy another game in order to see the rest. It would make more sense if certain puzzles could be passed to the GBA and solved on the go, then uploaded back to the Gamecube.

*Rayman 3* is another case in point. You get a cool racing mode, but yet again the link-up also unlocks more levels on the GBA. Some may call this a bonus, but it seems more like a rip-off to me.

***Adrian Hawkins, Ipswich***



## Bonus Letters

Is Geraint's head really wizened and lemon-shaped? It looks more like a dehydrated pineapple, without the leaves of course.
Chaz Clifford, Derby
***Or a lychee. Ed***

There's nothing on *Sunshine* that matches bombing down the Princess' chute.
Mark Smee, via email
***Or exploring Bowser's catacombs. Ed***

The whole point of *Mario Kart* is that they're supposed to be karts, not barrels with wheels on them or shopping trolleys.
Atif Ali, West Yorkshire
***The sound of a nail being hit very firmly on the head. Ed***

***Developers are only just getting to grips with the possibilities of link-up play. I suspect that as they become more inspired, and Nintendo offers more assistance of the type provided recently to Electronic Arts, we'll see fewer 'bonus level' link-ups and more stuff like* Splinter Cell*'s radar, or* Rayman*'s racing game. Both of which are excellent, I might add. Ed***

### 'Alone with Trudy'

Having just completed my summer exams, I was enjoying a few pints at the Uni bar with some mates. As the day pressed on and the drink took effect, I found myself alone with Trudy – an attractive friend of a friend. I simply couldn't be bothered with the usual chat-up lines, and instead spoke about what was on my mind:

"I can't wait to play on my Nintendo later."

Instantly regretting what I'd just said, I was surprised to see Trudy's eyes light up and hear her reply about how cute the new Link looked. An engaging conversation ensued, and we really hit it off. Later that evening I invited her back to my flat, asking: "Do you fancy coming back to mine for a game on my Gamecube?"

All I'm saying is she knew how to press all the right buttons!

Long live the power of Gamecube!

***James Miller, Luton***

***I reckon after Trudy's father reads this, you'll be spending our tax money on hospital treatment rather than videogames and beer. Not that I'm jealous, of course. Students… Ed***

### 'Good publicity'

I can't say I like how you're taking the whole thing about Diddy Kong being in *Mario Kart: Double Dash!!* What's so bad about Diddy Kong getting a playable role in one of the greatest game franchises ever?

Sure, Rare created him, but he is truly a Nintendo character – Nintendo owns every *DK* character. Hell, the *Donkey Kong* we all know and love was redesigned by Rare and I don't see anyone complaining about their *DK* design being in just about each and every *Mario* spin-off.

Also, I think putting Diddy Kong in a game like *Mario Kart* is

**HONOURABLE MENTIONS**

Thanks to everyone who wrote in this month, including (but not limited to): Andy Bennison, Cheadle Hulme; Blaine Thompson, Scotland; Mark Nisbet, quantum physicist; Bob de Rooij, Holland; Jack Meredith, via email; Daniel Cohen, London; Robin Kuipers, Holland; Ross Fuller, Clevedon; Ashly Pridmore, via email; Bart Beukman, Holland; Luke Tognarelli, Sunderland; Richard McCarthy, Caerphilly; Olly Parry-Jones, via email; Rob Bridgeman, Ipswich; Ross Stevenson, Cornwall; Marco Remmert, Germany; Séamas Weech, via email; Blaine Thompson, Perth; Tom Moriarty, Isham; Gary Lindveld, Holland; Andrew Reed, Hertford; Tomas Andersen, Norway; Pete

The general mood is up this month… hem hem Mr Miller




an ingenious move on Nintendo's part. It's good publicity for the Kongs for whenever Nintendo's in-house *DK* game gets released. And if Lanky Kong ends up in *Mario Golf*, then so be it. It's about time Nintendo took *Donkey Kong* seriously again.
***Alessandro Shepheard, High Wycombe***

***The Donkey Kong design is great. He doesn't seem at all out of place alongside Mario. However, including a cackling monkey-boy who looks like a 1990s marketing committee's attempt to get 'down' with 'da kidz' won't do much for the game's mass-market appeal in 2003. But if all this is just cunning promo work leading up to a brand new Kong game and the revitalisation of the franchise, then it will have been worth it.* Ed**

## 'Pointy bits'

Despite the fact that the games industry is becoming more prominent, I still encounter those who fail to move with the times and recognise hugely publicised games and characters.

I was having dinner at my cousin's house, when my uncle asked, "What's the difference between *Zelda* and *Pokémon*?"

A bit taken aback, I said, "What?" and my uncle repeated the question, adding: "They both have pointy bits."

The sheer stupidity of such a question was quite mesmerising, and I tried to make a real-life comparison by saying, "One focuses on people, and the other one focuses on animals."

"Yes, but what about the pointy bits?" he asked. Having to explain about the pointy bits of animals and humans was annoying, and awkward, and eventually the conversation ended with my uncle walking out saying, "Load of pointless crap…"

This made me realise that some people are just plain ignorant, especially when they live with someone who frequently plays on the aforementioned games.
***Daniel Rouse, via email***

***It must be like a feature-length episode of Malcolm in the Middle round your way.* Ed**



## Bonus Letters

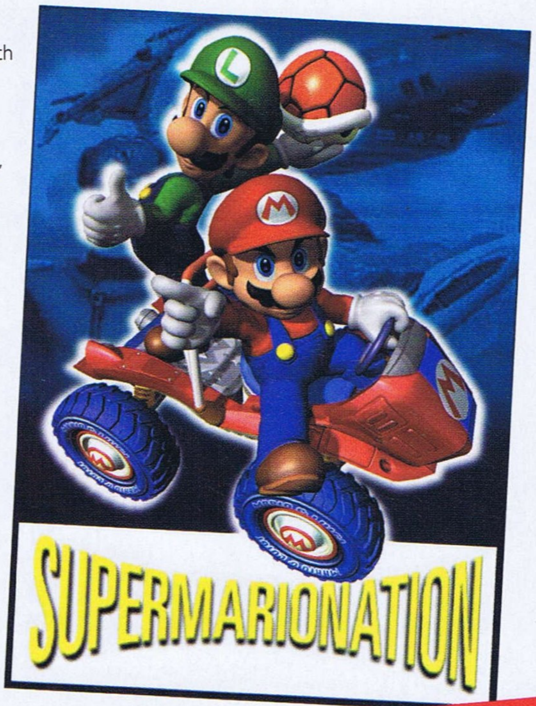
Everything you said in your review was correct. It was easy, shallow, and the lack of land was a big disappointment
David Cook, via email
***Did we really say that?* Ed**

Nice to see you've got rid of the semi-pornographic, pointy-nippled, rubber-suited, silicon-injected Enjiki.
K Conacher, Roshven
***It's just not as cold as it used to be in the artist's studio, now that we've paid him enough to get his gas reconnected.* Ed**

Lovin' the mag more than a McDonalds burp. You know, where you can taste the Big Mac again and again and… Ahem.
Luke Gilbody, Surrey
***Big Mac? We have to make do with slurryburgers from the chip van.* Ed**

I will also make an eternity in hell seem like a picnic compared to ten minutes in a small room with you, me and a pencil.
Chaz Clifford, Derby
***Police!* Ed**

Why can Tingle not just fall off his totem pole and die?
Andy Mackie
***Actually, you'll be happy to hear we've abducted him. Wait until next month.* Ed**




## 'Very confused'

Thunderbirds came on the other day, and after the starting credits it says 'filmed in Colourvision' or something like that. Then another heading came up, 'filmed in Super Mario Nation'. What the hell is going on? I never saw Dick Tracy riding Yoshi, or Brains getting cosy with Princess Peach! Please help me, I am very, very confused.
***Paul, via email***

***That simply refers to the country where the series was filmed, which was renamed Mushroom Kingdom following the Great Uprising of 1985. Which, coincidentally, was around the same time that Virgil and the boys realised Dick was not actually one of their brothers, and banished him from Tracy Island.* Ed**

## 'Farm fresh'

Thought you guys would get a kick out of this. Farm fresh!
***Neville Divwalla, London***

***This is probably the coolest thing I have ever seen. But I'm not too sure if I'd want to eat them when the label says 'the eggs in this box have been produced by Tim Norris'. That's just sick.* Ed**




## 'Maths class'

Inspired by Carl Wilkins' picture of Link in issue 82's tips section, I set out to see if I could do any better. I used squared paper from my maths class. Enclosed are the results of a few

## CORRECTION CORNER




I am not usually one to point the finger, but in the review of the brilliant *Enter the Matrix* game in issue 81, you clearly state that the number of memory card pages required is a tiny two. However, when I bought my copy and 'jacked in' it absorbed a whole ten pages of precious memory. I feel an explanation would be both polite and prudent.
***Michael Hutton, Berwick***

***That's two in Welsh numbers, which actually equates to a nice, round, English ten. Fact.* Ed**

When you reviewed Smash Bros in issue 68 you gave it 95%. Yet in issue 74, in Essentials, you said it was 96%. And in issue 82 you changed it to 91%. What's going on?
***Chris Bounds, Bognor***

***Damn that Greener…* Ed**

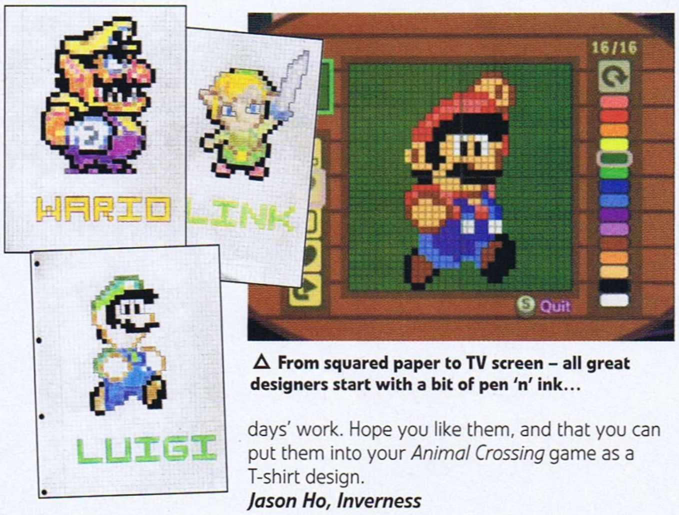
Millwood, via email; Joshua Hunter, via email; Peter Minet Andersen, Denmark; Mark Stevens, Wexford; Carl Philip Lund, Norway; Lewis London, via email; Samantha Bibby, via email; Michael Azopardi, Gibraltar; Tim Whittler, Tunbridge Wells; Sebastian Chodakowski, via email; Grant Taylor, Edinburgh; Ross Hardy, Tunbridge Wells; Martin Cullen, Cumbernauld; Chris Philpot, Kidbrooke; Stuart Rodger, Dalbeattie; Florian Kratke, via email; Jenny Barry, Dublin; Martin Beverley, Rawtenstall; James Newman Spalding, Lincolnshire; Scott Oliver, Penicuik; Suzanne de Zwart, Holland; Ben Mobbs, Lewes. We love reading your emails and letters. Include your address, so everyone knows where you're from.

# Grintendo!

SEND US YOUR JOKES, AND WE'LL TEST THEM ON THE LOVELY ENJIKI. IN THE UNLIKELY EVENT YOU MAKE HER SMILE, WE'LL SEND YOU A FREE GAME. OKAY? *THIS MONTH:* 'JOKE' SUPPLIED BY MR X (DOG ATE YOUR NAME. SORRY. AND, YOU DIDN'T WIN).




**WRITE TO…** GRINTENDO/MAILBOX/NGC/30 MONMOUTH STREET/BATH/BA1 2BW/OR EMAIL NGC@FUTURENET.CO.UK



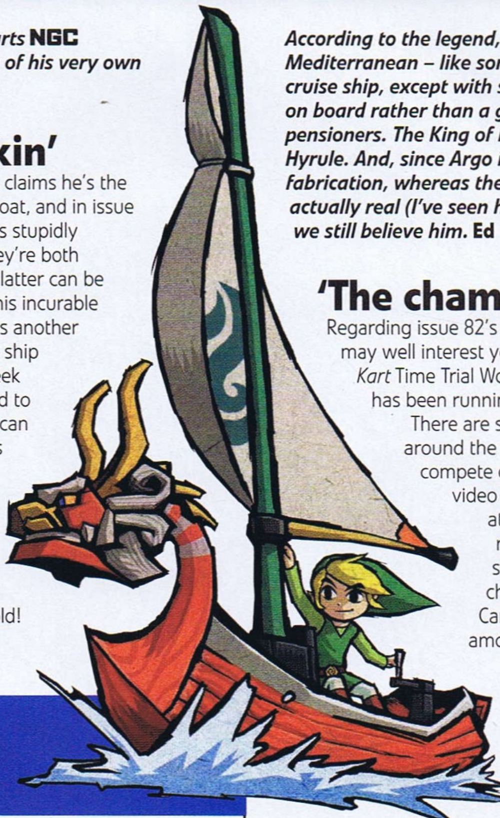

**△ From squared paper to TV screen – all great designers start with a bit of pen 'n' ink…**

days' work. Hope you like them, and that you can put them into your *Animal Crossing* game as a T-shirt design.
***Jason Ho, Inverness***

***Excellent work. Much better than the unsavoury designs our residents are sporting at the moment, that's for sure. Animal Crossing enthusiast Dan has taken his new Mario T-shirt with him as he departs NGC magazine, in search of his very own crock of gold. Ed***

## 'Golden skin'

The King of Red Lions claims he's the world's only talking boat, and in issue 81's *Zelda* review, Kitts stupidly believes him. Well, they're both WRONG and only the latter can be excused, because of his incurable mental illness. There is another one, Argo, the talking ship that, according to Greek mythology, Jason used to get the golden skin. I can arrange a rendezvous between the two boats, if you want. In case they mate, they'll have talking baby rafts. Oh, I almost forgot – Argo is some 5,000 years old!
***James D, via email***



***According to the legend, ship Argo sailed the Mediterranean – like some sort of ancient cruise ship, except with sword-wielding fanatics on board rather than a gaggle of blue-rinsed pensioners. The King of Red Lions is from Hyrule. And, since Argo is a mythological fabrication, whereas the King of Red Lions is actually real (I've seen him on telly, you know), we still believe him. Ed***

## 'The champions'

Regarding issue 82's *Mario Kart* contest, this may well interest you. It's the *Super Mario Kart* Time Trial World Records site, which has been running since 1998.

There are several people from around the world who regularly compete on it, and there are also video files you can have a look at that show some of the records that have been set by the current champions of France, USA, Canada, UK and Germany, amongst others. If you're interested, the address is:

**www.geocities.com/smkplayerssite.**
***Sami Cetin, London***

***Thanks for bringing that to our notice – some of those records are incredible. Here's hoping Double Dash will turn out to have as much potential for time-trial excellence. Ed***




**△ The original *Super Mario Kart* – still doing the time-trial business after all these years.**

# SO TELL ME THIS…

**Your inquisitive Asks, our thoroughly well-researched Tells.**

I couldn't get a picture from my import *Animal Crossing* and Freeloader. Then I read the Freeloader manual, which said that import games must be played on a 60Hz TV. I don't have one! Do I have to buy a new TV, or is there a better version of Freeloader?
***Alex Papadovassilakis, Reading***

***Unfortunately Freeloader won't convert import games for the UK's 50Hz TVs. Any US or Japanese games will run at 60Hz, so you will need a TV and cable that can support this mode.***

I'm thinking of buying a Game Boy Player from the USA because they are cheaper over there. However, could you please tell me whether an American GB Player would be compatible with a British GC and GBA games. I already have a Freeloader that I use for playing import games.
***Martin Bristow, Wales***

***Yes. The only part of the kit that has region protection is the GB Player's startup disc. The Freeloader will take care of that for you.***

Could you tell me whether the GB Player will be available in indigo? I thought that when the Gamecube was released this was to be Nintendo's new colour. It's not impossible, as in Japan they have it in many colours, but I don't want black with my indigo GC.
***Stuart, via email***

***They haven't released the other colours here or in the US, as keeping retailers supplied with all the different versions proved awkward in Japan. Popular colours would sell out, and nobody would buy the other ones that didn't match their GC. So for the West they stuck with the one that happens to goes best with everything.***

1. Will Nintendo release *Excitebike* for the Gamecube?
2. Are there going to be any first-person shooters released where you can link up more than one GC?
3. Is anyone going to release an first-person shooter that is designed solely for multi-player, like *Turok Rage Wars*?
***Mark Perry, Somerset***

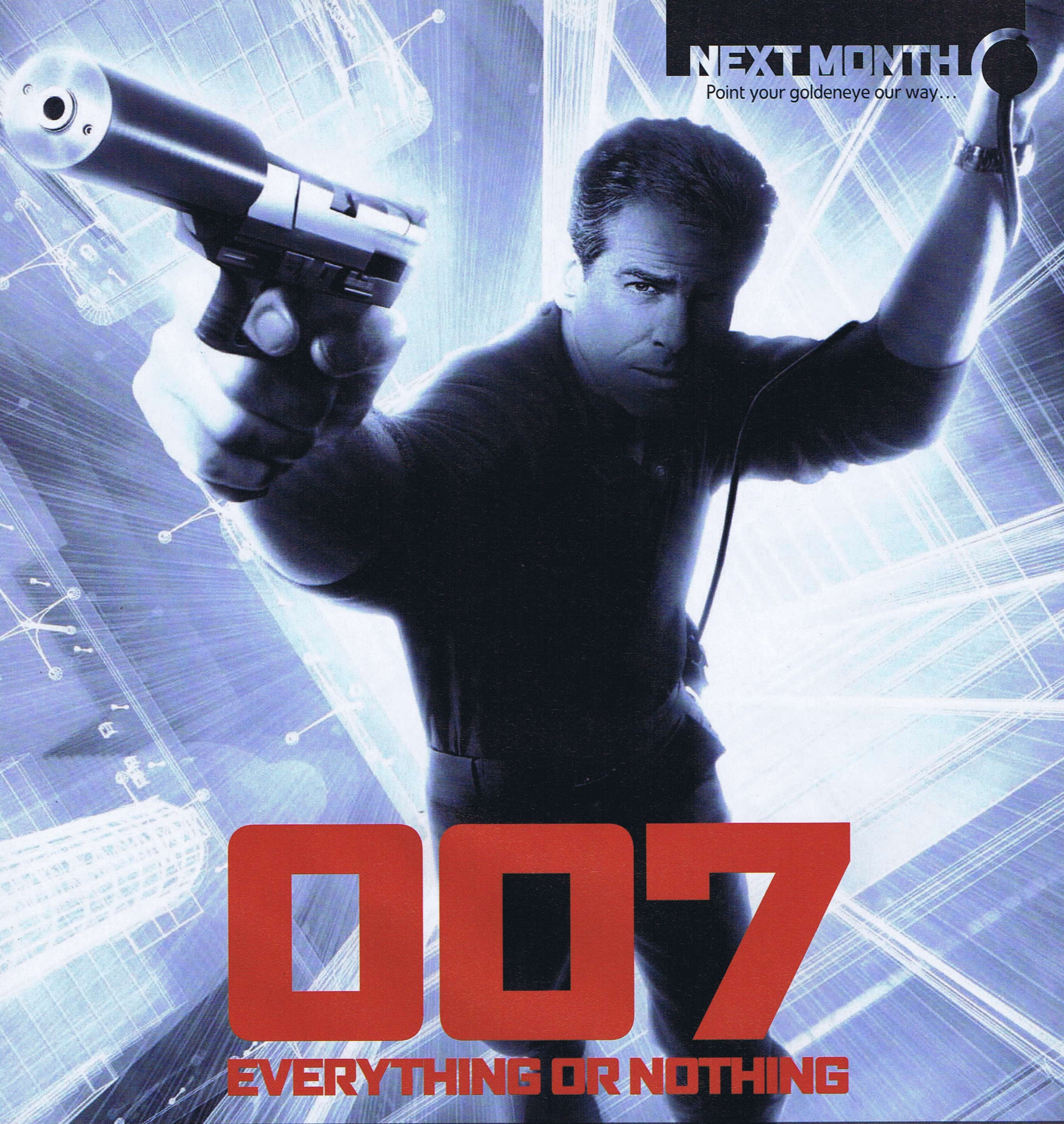
***1. We haven't heard anything about this for ages, so possibly not.***
***2. If the Mario Kart link-up proves a hit, then yes.***
***3. TimeSplitters 2 is mostly geared towards multiplayer. But given how poorly Rage Wars sold, a repeat is, frankly, highly unlikely.***

Is *GTA Vice City* really coming out on the Gamecube? I need to know!
***Harry Gill, Exeter***

***No. There are rumours about Sony's exclusive GTA console licence expiring in 2004, but that doesn't mean that the games are going all-formats. Only that the licence will have to be renewed before the next GTA update.***

# NEXT MONTH

Point your goldeneye our way…



# 007
## EVERYTHING OR NOTHING

Um, well… we'll settle for everything, cheers. An attache case full of exclusive new shots, gameplay revelations, behind-the-scenes info and more. Okay for you?





Magazine contents subject to change.

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| NAME Doctor Mario | SUBJECT Biology | |
|---|---|---|
| FORM 6C | ATTAINMENT E | REMEDIAL ASSESSMENT 22% (Tier 4) | YEAR/FORM/SET AVERAGE 18% (Remedial group) |

REPORT:

Due to the unfortunate pyschological damage inflicted by Mr and Mrs Mario's choice of forename for their son, Doctor actually believes he is a qualified physician.

This disorder manifests in all aspects of his school life - from wearing his lab coat in every lesson, to attempting to perform minor surgery on younger pupils. His persistence in selling home-made medication to his schoolmates first resulted in exclusion from the playground at break time, and latterly, solitary confinement in a 'Hannibal Lecter' trolley that the Metalwork master constructed from one of the school's former climbing frames. A disruptive influence.

SIGNED

| Effort | Classwork | Homework |
|---|---|---|
| Excellent | ☐ | ☐ |
| Good | ☐ | ☐ |
| Satisfactory | ☐ | ☐ |
| Disappointing | ☐ | ☐ |
| Unsatisfactory | ☑ | ☑ |

Areas for improvement
- ☑ Malpractice
- ☑ Tiresome rehashing
- ☑ Plagiarism
- ☑ Not being as good as Tetris
- ☐ Telling tales

| Effort | Kill | Cure |
|---|---|---|
| Excellent | ☑ | ☐ |
| Good | ☐ | ☐ |
| Satisfactory | ☐ | ☐ |
| Disappointing | ☐ | ☐ |
| Unsatisfactory | ☐ | ☑ |

Areas for improvement
- ☐ Hypodermic technique
- ☑ Aseptic technique
- ☐ Addictive qualities
- ☐ Gameplay
- ☑ Graphics

# TOP OF THE CLASS

## Gaming superstars in their formative years…

Good morning, everyone.

*"Good morning, Mister Yamauchi!"*

Now, we'll start with hymn number two-five… Pay attention at the back! Yes, of course I mean you, Miyamoto. Sit up straight! Stop slouching! And for heaven's sake, get a haircut you unhygienic child. There are things living in that mop…

Don't you roll your eyes at me, boy. I can see them crawling around from here. I have the eyes of a hawk, you know. Go straight to matron's office after assembly. She'll have to use the clippers and disinfectant on you again.

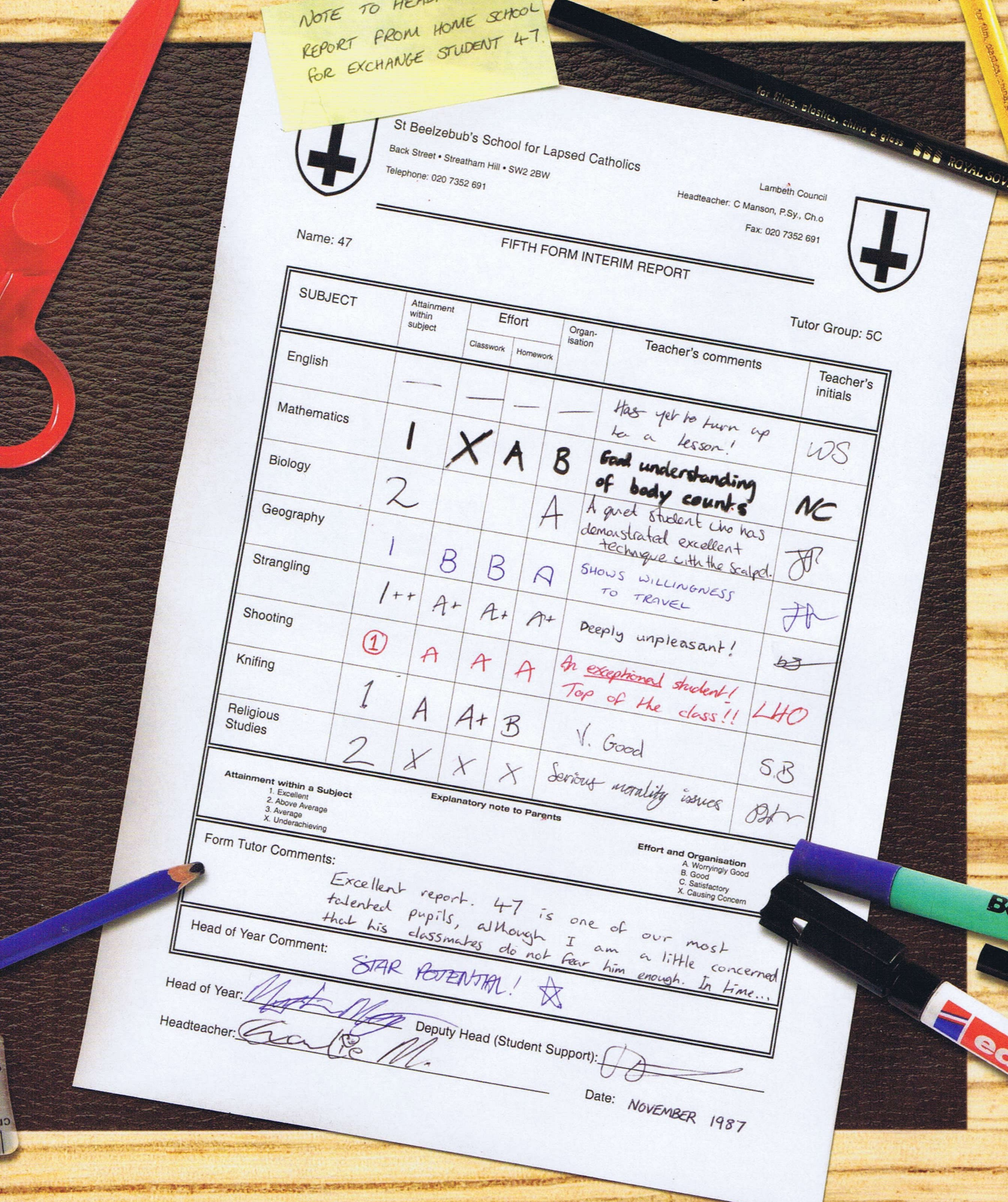
Now, where was I? Ah yes – this morning's theme will be how to make the very best start in life. Everybody begins as a blank canvas, upon which teachers such as myself can then impose their myriad quirks, bad spelling, and psychological disorders.

Some people turn out to be a Rembrandt, while others end up resembling a Jackson Pollock. And, of course, there are the unfortunate few that simply can't be painted by education. They just end up as little more than a phone-pad doodle – and can usually be found sipping meths in the gutter, too.

And even our favourite videogame characters had to start somewhere. Why do you think Mario moans and grumbles in his sleep? Public school, that's why. And…

Miyamoto! Get your finger out of… No, Miyamoto! Dirty! Don't you dare eat th…

Oh, why do I bother?



NOTE TO HEADMASTER - REPORT FROM HOME SCHOOL FOR EXCHANGE STUDENT 47.

St Beelzebub's School for Lapsed Catholics
Back Street • Streatham Hill • SW2 2BW
Telephone: 020 7352 691

Lambeth Council
Headteacher: C Manson, P.Sy., Ch.o
Fax: 020 7352 691

Name: 47

FIFTH FORM INTERIM REPORT

Tutor Group: 5C

| SUBJECT | Attainment within subject | Effort: Classwork | Effort: Homework | Organisation | Teacher's comments | Teacher's initials |
|---|---|---|---|---|---|---|
| English | — | — | — | — | Has yet to turn up to a lesson! | WS |
| Mathematics | 1 | X | A | B | Good understanding of body counts | NC |
| Biology | 2 | | | A | A quiet student who has demonstrated excellent technique with the scalpel. | [illegible] |
| Geography | 1 | B | B | A | SHOWS WILLINGNESS TO TRAVEL | [illegible] |
| Strangling | 1++ | A+ | A+ | A+ | Deeply unpleasant! | [illegible] |
| Shooting | ① | A | A | A | An exceptional student! Top of the class!! | LHO |
| Knifing | 1 | A | A+ | B | V. Good | S.B |
| Religious Studies | 2 | X | X | X | Serious morality issues | [illegible] |

Attainment within a Subject
1. Excellent
2. Above Average
3. Average
X. Underachieving

Explanatory note to Parents

Effort and Organisation
A. Worryingly Good
B. Good
C. Satisfactory
X. Causing Concern

Form Tutor Comments: Excellent report. 47 is one of our most talented pupils, although I am a little concerned that his classmates do not fear him enough. In time...

Head of Year Comment: STAR POTENTIAL! ☆

Head of Year: [signature]

Headteacher: [signature]

Deputy Head (Student Support): [signature]

Date: NOVEMBER 1987

"Kinopio has a fine understanding of all things mushroom"

| NAME Kinopio T. Toad | SUBJECT Mushroom studies |
|---|---|

| FORM | ATTAINMENT | EXAM | YEAR/~~FORM/SET~~ AVERAGE |
|---|---|---|---|
| 11MK | A | 81% | 89% (1=) |

**REPORT:**

Another good academic year. Kinopio is a conscientious student with a fine appreciation of all things mushroom. He is clearly destined for an excellent academic career, but I have my concerns regarding the company he keeps. He is besotted with a particularly worthless female student called Peach, a serial absentee. Not in what I could call a healthy boy-girl relationship, but as her unpaid servant.

Coupled with his excellent exam results, this behaviour means that poor Kinopio is the school's most popular target for bullying. He invariably ends playtime in tears, with his underpants pulled up around his ears and his lunch money lining the pockets of less intelligent, more aggressive students. It would be a shame to see his potential wasted by the actions of bullies and, however indirectly, the bad influence of a no-good friend.

SIGNED

| Classwork Effort | | Homework | Areas for improvement |
|---|---|---|---|
| [x] | Excellent | [x] | [x] Assertiveness |
| [ ] | Good | [ ] | [x] Martial arts training |
| [ ] | Satisfactory | [ ] | [ ] Religious indoctrination |
| [ ] | Disappointing | [ ] | [x] Wedgie tolerance |
| [ ] | Unsatisfactory | [ ] | [x] Crybabyness |

| Butchness Effort | | Gayness | Areas for improvement |
|---|---|---|---|
| [ ] | Excellent | [x] | [ ] Flower arrangement |
| [ ] | Good | [ ] | [x] Killing power |
| [ ] | Satisfactory | [ ] | [ ] Stature (diminished) |
| [ ] | Disappointing | [ ] | [ ] Toadiness |
| [x] | Unsatisfactory | [ ] | [x] Facial punchability |

| NAME Princess Peach | SUBJECT Personal and Social Education |
|---|---|

| FORM | ATTAINMENT | YEAR END ASSESSEMENT | YEAR/~~FORM/SET~~ AVERAGE |
|---|---|---|---|
| 11MK | D - | 39% | 78% |

**REPORT:**

Both myself and the Princess' group tutor have been increasingly worried about her performance over the last school year, as her constant absenteeism has had a marked affect on her end of year exams. The revelation of her secret pregnancy with 'Baby Bowser' along with her tendancy to lie consistently and fabricate stories about the 'Mushroom Kingdom' and 'King Koopa' (who according to her is the big lizard responsible for her bunking off school) suggests that she has not been taking her studies seriously.

For next term I suggest that she strives to stick to the following objectives. 1) To stop hanging about with plumbers, gorillas or lizards and maintain a routine of regular attendance 2) Not to bribe staff with 'magic' cakes (as tasty as they may be) 3) To wear her school uniform. Those pink dresses will inevitably lead to bullying and, frankly, they're starting to smell.

SIGNED

| Classwork Effort | | Homework | Areas for improvement |
|---|---|---|---|
| [ ] | Excellent | [ ] | [x] Avoiding kidnap |
| [ ] | Good | [ ] | [ ] Baking cakes |
| [ ] | Satisfactory | [ ] | [x] Choosing of male friends |
| [x] | Disappointing | [ ] | [ ] Independence of thought |
| [ ] | Unsatisfactory | [x] | [x] Golf skills |

| Prettiness Effort | | Loveliness | Areas for improvement |
|---|---|---|---|
| [ ] | Excellent | [ ] | [x] Lip gloss application |
| [ ] | Good | [x] | [ ] Hair care |
| [x] | Satisfactory | [ ] | [x] Leg length |
| [ ] | Disappointing | [ ] | [ ] Tiara-wearing |
| [ ] | Unsatisfactory | [ ] | [ ] Attractiveness to lizards |

| NAME | Wario W. Wario | SUBJECT | General Studies |
|---|---|---|---|

| FORM | ATTAINMENT | EXAM | YEAR/~~FORM/SET~~ AVERAGE |
|---|---|---|---|
| 2B | B + | 77% (year end) | 71% (4/27) |

REPORT:

Wario began the year as a disappointingly pleasant and sociable member of the class, whose lack of materialism was somewhat alarming.

He was quite sickeningly friendly, but after replacing his lunchtime milk with a mixture of gin and paint-thinner, and instigating a programme of systematic beatings, I have noticed a marked improvement in many areas: His nose is beginning to lose its unpleasant pink colour; his powers of speech are fading; he gets into far more fights than before (and wins - shortly before half term, I was delighted to witness him biting off part of a fellow pupil's ear).

In all - excellent progress. I see a glittering future for Wario.

SIGNED R Gates

| Hitting | Effort | Punching | Areas for improvement |
|---|---|---|---|
| ☑ | Excellent | ☑ | ☐ Wah! |
| ☐ | Good | ☐ | ☑ Wah! Wah! |
| ☐ | Satisfactory | ☐ | ☐ Waaaaah! |
| ☐ | Disappointing | ☐ | ☑ WAH! |
| ☐ | Unsatisfactory | ☐ | ☑ Wah…Wah…Waaaaaaah! |

| Greed | Effort | Generosity | Areas for improvement |
|---|---|---|---|
| ☐ | Excellent | ☐ | ☐ Nah-ha-ha-haaah! |
| ☑ | Good | ☐ | ☑ I'm-a gonna weeen! |
| ☐ | Satisfactory | ☐ | ☐ Yaaaaar! |
| ☐ | Disappointing | ☐ | ☑ Heh! |
| ☐ | Unsatisfactory | ☑ | ☐ WAH! |

| NAME | Gannonthwaite Dorff | SUBJECT | Physical Education |
|---|---|---|---|

| FORM | ATTAINMENT | EXAM | YEAR/~~FORM/SET~~ AVERAGE |
|---|---|---|---|
| 4F | A | N / A | 1 / 22 |

REPORT:

Gannonthwaite is a hard worker who always puts in 110% effort. Although his stated ambition is to become a PE teacher, I'm a little concerend that he might lack the required brain power. There's more to this lark than just encouraging everyone to laugh at the weedy kids, or lingering a little too long in the shower with the lads.

His horse riding skills are impressive. He wields his hockey stick like a sword, and has also hospitalised three team mates during frisbee lessons. Following the fatalities in the match against Sega High, I have had to omit him from the rugby team until proper insurance cover can be arranged.

I do, however, worry that his size may make him vulnerable to opponents of smaller stature if he sets his sights lower and opts for a career in professional sport.

SIGNED M Ceister (Head of P.E.)

| Classwork | Effort | Homework | Areas for improvement |
|---|---|---|---|
| ☑ | Excellent | ☑ | ☑ Maniacal laughter |
| ☐ | Good | ☐ | ☐ Royalty envy |
| ☐ | Satisfactory | ☐ | ☐ Henchman selection |
| ☐ | Disappointing | ☐ | ☐ Arrogance |
| ☐ | Unsatisfactory | ☐ | ☐ Home economics |

| Magick | Effort | Swordplay | Areas for improvement |
|---|---|---|---|
| ☑ | Excellent | ☐ | ☑ Invulnerability |
| ☐ | Good | ☑ | ☐ Hair dying |
| ☐ | Satisfactory | ☐ | ☐ Manly make-up |
| ☐ | Disappointing | ☐ | ☐ Sinister lair |
| ☐ | Unsatisfactory | ☐ | ☑ Pixie battling |

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**IT'S NOT A DRESS!**

… as so many touchy US FOmars seem to be obsessed with saying for some peculiar reason. There's no reason to be so defensive about your costume now is there. Lets face it, no matter which way you look at it, it's a frickin' dress. Get over it!




Δ Jon here was our patient guide though both tower quests.




# PHANTASY FORUM

## More ramblings on the Gamecube's most dangerously addictive online RPG…



A nice slice of questing for you this month, in the shape of the East and West Tower quests. When the guide was written, none of them were available on the EU servers, but as we type this the East Quest has been made available. At last.

We're still trying to get details, from the powers that be, as to when and where special events will take place – because we keep missing stuff. Any of you see Sonic on Pioneer2? No? Nor us…





## FAQS

### WHERE THE HELL ARE THE DOWNLOADABLE QUESTS THEN?

Good question. Xbox owners have one to our knowledge (called Central Fire Swirl), but Cube gamers have yet to get any. The way it works with Xbox is that Microsoft decide when to release extra content. Unfortunately, we have no idea who dictates content release for the GC version. As far as we know, it isn't handled by Sega directly. You'll be the first to know as soon as we find anything out.

### IN THE LOBBY I SEE PEOPLE FALLING OVER, WAVING AND DANCING. HOW IS THIS POSSIBLE?

Er… you don't have a keyboard, do you? If you do, Control or Shift (or both together) along with any of the other keys will produce amusing results.

### IS THERE ANY POINT IN ME PLAYING CHALLENGE MODE?

Of course there is. Getting your rank up and going through each challenge is the only way to get S-rank weapons.

### WHAT'S THE BEST WEAPON FOR A FORCE?

It depends really. It's generally agreed that Psycho Wand,



Summit Moon and Soul Banish are the best weapons for Forces. Although to be perfectly honest, we don't own any of them. So it's no use asking us.

### I'VE SEEN LOADS OF DIFFERENT TEKKERS IN THE SHOPPING DISTRICT – IS THIS PURELY COSMETIC OR DO THEY ANALYSE RARES DIFFERENTLY?

If by 'loads' you mean, um, four – albeit in differently coloured clothes. We tried this out and sure enough our 'rare' Varista used for the experiment was a Varista for every Tekker with the exact-same paltry percentage on its attributes. Some people still swear that



# EAST AND WEST TOWER QUESTS

**Fingers crossed, by the time you read this they should be available to play on the EU servers, but at the time of writing they're only available on the American and Japanese servers. If you've not tried them yourself then we suggest you do so now – both quests have very useful rewards, which are explained below.**

## EAST TOWER

**MESETA REWARDED**

| | |
|---|---|
| **NORMAL:** | **5,000** |
| **HARD:** | **10,000** |
| **VERY HARD:** | **20,000** |
| **ULTIMATE:** | **40,000** |

Completion of this quest allows you to add elements to your S-rank weapons. To do this, download the quest and, before heading to the tower, make your way to the main hall in Pioneer (the big room with the view of Ragol) and go and see Hopkins. You'll find him in the little alleyway to the left of the ramp (as you're heading down it) – he's the same guy you go and see in Gallon's Shop Quest to trade your Photon Drops. Speak to him and he'll then take you to meet Paganini, his father. He'll ask you to retrieve data from the tower.



Now fight your way through the quest (we suggest you do it on Normal for a quicker finish) and beat Epsilon at the top. Once you've killed it, head over to the big terminal in the boss room and retrieve the data. Take this data back to Hopkins and then Paganini.

From now on, when you visit the Gallon's Shop quest and talk to Hopkins (with Photon Drops in your inventory), a new S-Weapons option will appear. You can spend either 30, 40 or 50 Photon Drops at a time. Here's what elements you get for them:

**30 – Jellen, Zalure, Hell, Demon and Arrest**
**40 – Beserk, Spirit, King, Chaos, Gush and Geist**
**50 – Tempest, Blizzard, Burning, HP and TP Revival**

## WEST TOWER

**MESETA REWARDED**

| | |
|---|---|
| **NORMAL:** | **5,000** |
| **HARD:** | **10,000** |
| **VERY HARD:** | **20,000** |
| **ULTIMATE:** | **40,000** |

Completion of this quest allows percentages to be added to your weapons. Once again, download the quest and immediately head over to Hopkins and then Paganini.

He'll tell you that you need to retrieve data from the seabed to help him in his research. Now head over to the seabed and find the computer terminal that holds the data before heading over to the tower. Complete the quest and then head back to Pioneer and chat again to Hopkins and then Paganini. You'll now be able to add extra percentage to your weapons in return for Photon Drops and Spheres. 20 Photon Drops will get you an extra five percent, while Spheres will earn you a lovely 30 percent increase.

Unfortunately, there are a few restrictions in place. You can't add percentage to any S-rank weapons, and you can't add any to Hit Attribute. You can, however, add to a weapon even if all areas are bottomed out at 0 percent. You can add percentage to the same area multiple times – right the way up to 100. You can add to multiple areas on your weapon, but you can only add to a maximum of three areas. So basically, you can't have 100 per cent on Dark, Beast, Native and Machine all at once. That would just be rude. Not to mention greedy.

Note: We've heard that you don't have to finish the Tower Quest after you do the seabed to take the data back. We didn't do it this way so it's unconfirmed. If anyone wants to confirm it, drop us a line. Oh, and thanks to JON (FOmar Lv88) and Delen (RAmarl Lv67), for taking time to be our guides through these quests.











△ Get the data from the console here and take it back to Paganini for some lovely rewards.



△ Arion here is NGC Compendium's very own Japanese language mistress, Rachel Ryan.

non-special weapons like ???knife or ???cane can sometimes get different attributes (such as heat, frost, soul and so on), depending on which Tekker you take it to.

### WHAT DO I DO WITH…

Booma's Right Arm, Gobooma's Right Arm, Rappy Wing, Hildebear's Head, Hildeblue's Head, Sorcerer's Right Arm, Delsaber's Right Arm, Delsaber's Left Arm? Blah blah blah. In other words, any item that has the description "Body part of an enemy. It is said that someone can turn it into a weapon."

Basically, you need to open up the Unsealed Door quest. This is done by doing Secret Delivery, Dr Ostos' Research and Doc's Secret Plan. Take the item that you want have examined to Unsealed Door and talk to Dr Montague. This kind gentleman will do the honours and turn it into a weapon for you.

### WHAT DO I DO WITH MAGIC ROCK MOOLA?

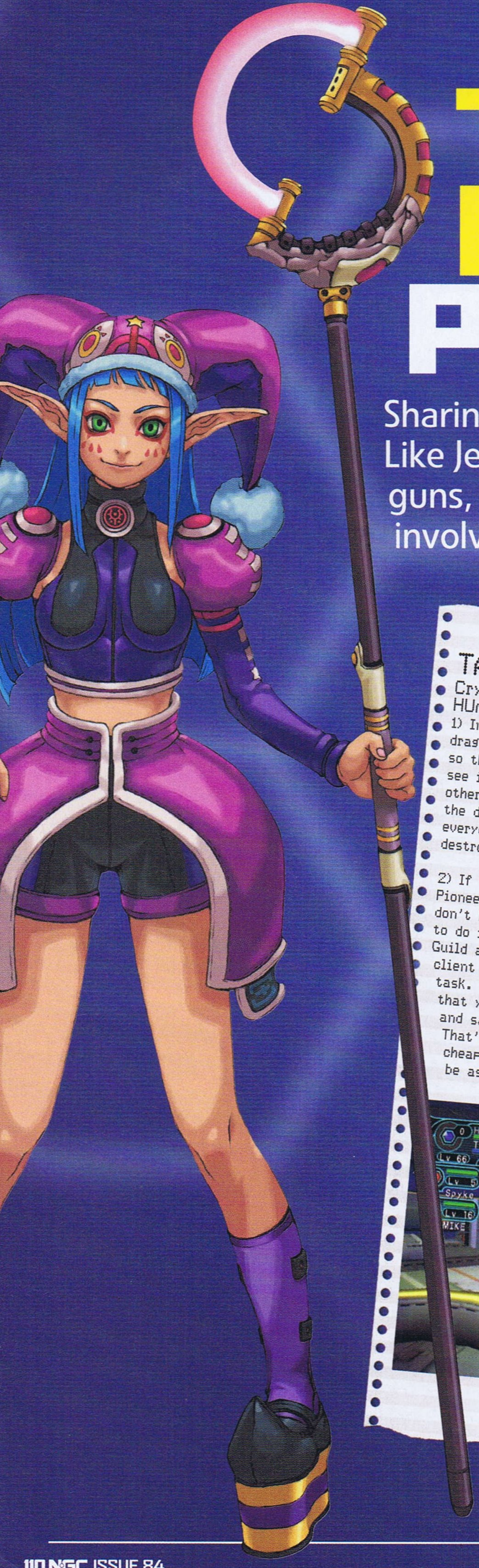
You'll need to grind a cane to its maximum, equip it then click on the magic rock and it'll say 'Use'. Use it to create the Summit Moon – a very useful weapon indeed.

### MY MAG KEEPS GETTING REALLY LAME PHOTON BLASTS. HOW DO I GET BETTER ONES?

It depends on the character class raising it. One of the best, if rather long-winded ways of customising your Mag, is to swap it between different classes in multiplayer mode and feeding it items when in their possession.

If you get your Mag to evolve in the hands of a Hunter or Ranger, the chances of attacking Photon Blasts is much higher, rather than those rubbish healing and shifta/deband blasts that Forces seem to get.





# THIS MONTH'S POSTS

Sharing knowledge and wealth is all part of the fun. Like Jesus with the loaves and fishes. Except with guns, body armour and magic tricks that don't involve wine. So, um, not like Jesus at all then. No.

## TASTY MCTWO-TIPS

CryoCuber
HUmar/RAcast/Level 16

1) In the caves, if you enter a room with a dragon in it, but the room isn't big enough so that the dragon can hardly move, you can see it shooting its blue energy balls at the other bad guys. All you have to do is wait in the doorway until the dragon has killed everyone but you. Then you can easily destroy it.

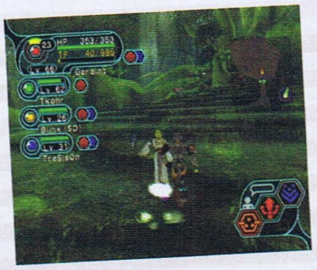
2) If you want to get healed for free on Pioneer 2 (Episode 1 offline - I don't know if it works online), all you have to do is go to the Hunter's Guild and accept a task. Then, when your client is done talking, immediately stop the task. You'll find (after the loading screen) that you've been healed completely. (What, and save yourself ten measly meseta?! That's the most blatant example of cheapskatery we've ever seen. You should be ashamed of yourself - Blork, Ed)



## FORCE MELEE

Matt Davies

If you find you just can't help yourself meleeing with your Force then make sure you use as many Luck Mats as you can to max that area out. That way, you'll be able to use special attacks and heavy attacks without much fear of missing. It also gives you a better chance of scoring a critical hit that will cause loads of damage. I think luck also determines how many times you hit with Megid, but I'm not too sure on that one.



## OLD ADVERSARIES

KeemaNahn/RAmar/Lv46

Hello. Just thought you might be interested in this. I was hunting about on the Internet for a bit of Phantasy Star history (I never played the old ones on the Mega Drive), and I noticed that some of the enemies look very familiar. In PSII the last boss was Dark Force, a three-headed beast that looks a whole lot like Falz's first form. In PSIV there's the Grasshound, that looks just like the Grass Assassin in Caves. Believe it or not, there's also a Rappy too - there's even a blue one like the rare type in PSO!







# PHANTASY FORUM

So, how has *PSO* been for you these past few months?

## LOBBY WIBBLERY

Rovas/FOnewm/Lv21

The other day I was in the lobby when I saw someone suffering what looked like some kind of seizure as they were wibbling and stuttering about in the corner of the lobby reception desk. How was this done, I wondered? Easy. Just go to the left-hand corner of the reception desk and push into the stantion-type thing at a 45-degree angle away from the desk. Keep pushing forward and, if you get it right, you'll go through the wall and go all wibbly yourself. Wah! As you'd no doubt say...




## ANOTHER CONVERT...

Will Acton

My mate brought PSO round so I could see it. I hated it. The camera on two-player mode was bad, but when we got a couple more mates round, it was even worse. After a lot of thinking, I rented it out - thanks to your reviews on it. I loved it. I could take my time and not rush like my friends made me do. My other mate who also hated it rented it out with me, so we are at the same level, and we share everything out, like meseta and items. Thanks to your magazine, I made a good decision, and I see why you like it so much. I am going to buy it soon. Look forward to seeing you online.



## PSO III C.R.A.P. REVOLUTION

Morgan

What is Naka up to? Not only is PSOIII supposed to be the last PSO ever, but by the look of things it's going to be the worst. Who wants to play a cruddy card game when you can beat monsters with shiny sticks? Who wants to spend time 'building a deck' (yawn) when you can nuke whole rooms with lovely pyrotechnics? If you ask me, Sonic Team are just lazy. More character classes, bigger, prettier environments, a more in-depth combat system, and better co-operative play is just too much effort, isn't it?

I'm bitterly, bitterly disappointed.



## UNKNOWN ITEMS

Tiffanie
Kyoti/HUmar /Lv30

In PSO if you check out a ???? item at the Tekker's Place and you don't like the type he gives you, then you can select No and pay 100 meseta. Later, check the same ???? item again, and now the Tekker will give you a different type to go with the weapon! You can do this as many times as you want.

## CASTING SPEED

Hoggle/FOmarl/Lv79

If you take the weapon off a male Force they'll cast their techs much faster than normal. Female Forces cast faster when they have a weapon equipped, for some reason. Worth considering if you choose a Force because females get the weapon bonuses such as extra DEF/POW/ATA/MST, while still casting quickly. Characters such as FOmars don't.



## BT CLICKETY CLICK

Ian Steadman

I have found something that may come as welcome relief to many PSO players who use AOL. If, like me, you foolishly ignored **NGC**'s warnings that AOL ISPs don't work, then don't despair. I have discovered something called BT Click, a way of getting online using a BT phoneline without an ISP. A warning, though, it's the same cost as a phone call, so is probably much more expensive than using a normal Internet account. It probably should only be used if you're absolutely sure that your ISP account doesn't work, because it is pretty expensive:

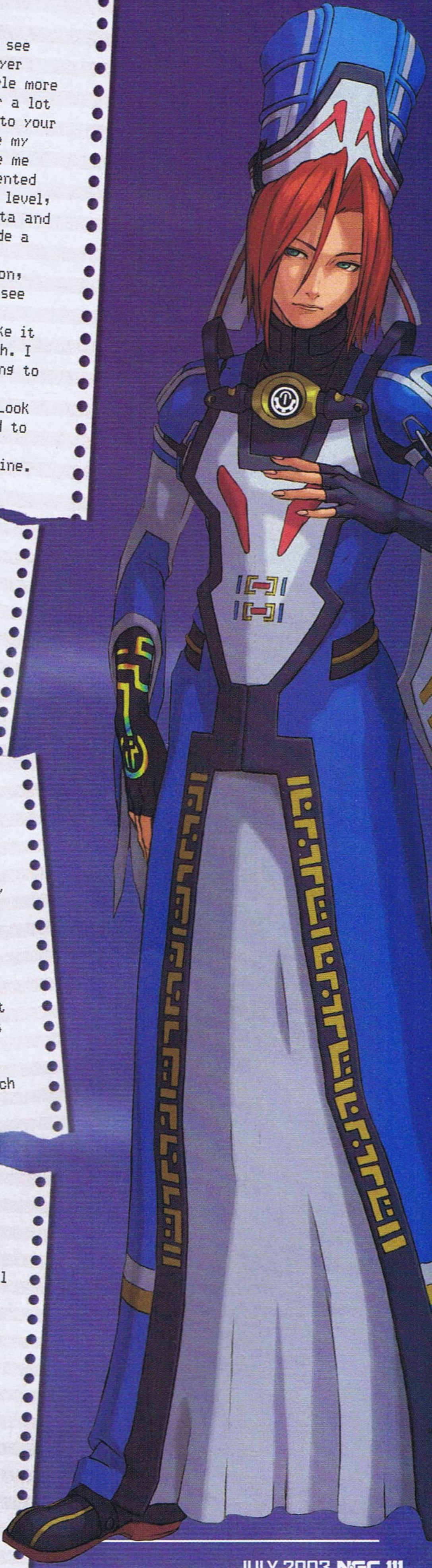
1. Put your Login ID as "psogceu"
2. Put your Password as "psogceu"
3. Put the dial-up Phone Number as "0845 604 3402" (local rate call charges apply)

Now we can all join in the fun, but remember that staying on for more than 20 minutes can result in a strangling from the payer of the phone bill.

## FALZ FINAL FORM

Kenichi
FOmar /Lv112

Here's an easy way to get rid of Falz's final form. If you have a Force in your party that can withstand any of his attacks without dying, make sure everyone stands as close to him as possible. Now get the Force to constantly launch Foie at Falz, over and over and over again. If the level of the technique is high enough, the Force can hit Falz no matter where he is in the arena (even if he has his back turned to you). When, or if, the other characters die, all he has to do is use a shortcutted moon atomiser (remember that you're right up close to the force, yeah?) to be brought back to life. Easy. And much much better than all that dumb running about.





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